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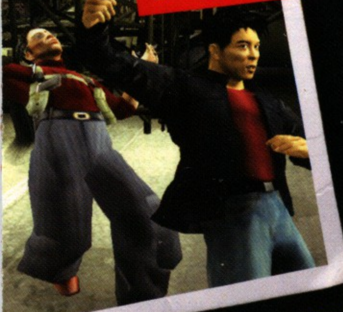

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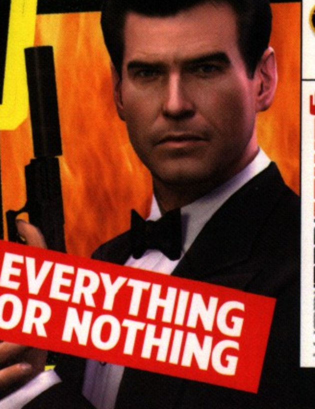

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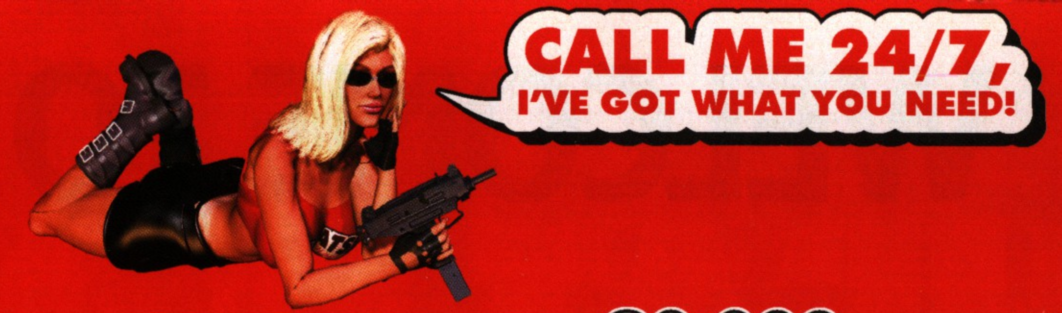

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Aliens vs Predator:Extinction
Amped 2
Amped Snowboarding
Arx Fatalis
Azurik: Rise of Perthia
B = 02
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Big Mutha Truckers
Blade 2
Blinx: The Time Sweeper
Blood Omen 2
Blood Wake
BloodRayne
BMX XXX
Bond 007: E. or Nothing
Bounty Hunter, Mace Griffin
Broken Sword: S. Dragon
Bruce Lee: Quest Dragon
Brute Force
Buffy 2: Chaos Bleeds
Buffy The Vampire Slayer
C = 03
Castle Wolfenstein, Ret. to
Celebrity Deathmatch
Chamber of Secrets
Champ. Manager '01/'02
Championship Manager '02
Chris Edwards' Aggressive I.
Clone Wars, Star Wars
Club Football
Colin McRae Rally 3
Colin McRae Rally 4
Commandos 2
Conflict: Desert Storm
Conflict: Desert Storm 2
Counterstrike
Crash
Crash B'coot: Wr. of Cortex
Crimson Sea
Crimson Skies
D = 04
Dakar 2
Dark Alliance, Baldur's G. 2
Dark Alliance, Baldur's Gate
Dark Angel, J. Cameron's
Dead or Alive 3
Dead or Alive Volleyball
Dead to Rights
Defender
Desert Storm
Desert Storm 2
Deus Ex: Invisible War
Die Hard: Vendetta
Dino Crisis 3
Dredd vs Death
Dungeon & Dragons:Heroes
Dynasty Warriors 3
Dynasty Warriors 4
E = 05
Elder Scrolls: Morrowind
Enclave
Enter the Matrix
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Exile, Myst 3
F = 06
F1 2002
Fellowship of the Ring
FIFA 2003
FIFA 2004
Finding Nemo
Fire Blade
Fistful of Boomstick
Freedom Fighters
Freestyle Metal X
Futurama
G = 07
Genma Onimusha
Ghost Recon
Ghost Recon:Island Thunder
Gladiator: S. of Vengeance
Gladius
Glitch in the System
Goblin Commander
Gotham Racing
Gotham Racing 2
Grabbed by the Ghoulies
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
Group S Challenge
Gun Metal
H = 08
Halo
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Heroes, D&D
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
House of the Dead 3
Hulk
I = 09
Indiana Jones: Emp.'s Tomb
Inter. Winter Sports 2002
Italian Job: L.A. Heist
J = 10
James Bond 007: Nightfire
James Bond: E. or Nothing
James Cameron Dark Angel
Jedi Knight 2: Jedi Outcast
Jedi Knight: Jedi Academy
Jet Set Radio Future
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 11
Kill.switch
Knights of the Old Republic
Kung Fu Chaos
L = 12
Leg. of Kain: Blood Omen 2
Legends of Wrestling 2
Links 2004
LMA Manager 2003
LMA Manager 2004*
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
M = 13
Mace Griffin: Bounty Hunter
Mafia
Magic Gathering Battlegr'nd
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
MechAssault
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Arms:Glitch in System
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club 2
Minority Report
Mission Impossible:O.Surma
Mission to Earth
Mortal Kombat: Deadly All.
Moto GP
Moto GP2: U.R.T.
MX Superfly
N = 14
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
New Legends
NFL Street
NHL Rivals 2004
Night Caster
Nightfire
O = 15
Oddworld Munch's Oddysee
OO7: Everything or Nothing
Operation Surma, M.I.
Otogi: Myth of Demons
Outlaw Volleyball
P = 16
Phantom Crash
Pirates of the Caribbean
Prince of Persia: S. of Time
Project Gotham Racing
Project Gotham Racing 2
Project Zero
R = 18
Racing Evoluzione
Rainbow Six 3
Raw 2, WWE
Red Faction 2
Reign Of Fire
Return of the King
Return to Castle Wolfenstein
Rise of the Machines
Robin Hood: Def. of Crown
Robot Wars: Extr.Destruction
Robotech: Battlecry
Rocky
Rogue Ops
Rollercoaster Tycoon
Rolling
S = 19
Sands of Time, P. of Persia
Secret W. Over Normandy
Sega GT 2002
Shenmue 2
Silent Hill 2: Inner Fears
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Soldier of Fortune 2
Sonic Heroes
Soul Calibur 2
Spiderman The Movie
Splinter Cell
Splinter Cell 2: P.Tomorrow*
SSX 3
SSX Tricky
Star Wars: Clone Wars
Star Wars: Jedi Academy
Star Wars: Jedi Knight 2
Star Wars: Jedi Starfighter
Star Wars: Knights Old Rep.
Starsky & Hutch
Steel Battalion
Superman: Man Of Steel
SWAT: Global Strike Team
Syberia
T = 20
Tenchu: R.n from Darkness*
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Emperor's Tomb
The Haunted Mansion
The Hobbit
The House of the Dead 3
The Return of the King
The Sims
The Sims: Bustin Out
The Thing
Thirteen.
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
TOCA Race Driver
Tom Clancy's Island Thunder
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Spin
Total Club Manager 2004
True Crime: Streets of LA
Turok, Evolution
U = 21
Underground, N. for Speed
Unreal 2: The Awakening*
Unreal: Championship Ed.
V = 22
Vexx
Vice City, Grand Theft Auto
Voodoo Vince
W = 23
Whacked!
Wolfenstein,Return to Castle
World Champ. Snooker '03
Worms 3D
WWE Raw 2: Ruthless Aggr.
X = 24
X-Files: Resist or Serve*
XIII (Thirteen)
Y = 25
Yager
0-9 = 27
007 Ev'thing or Nothing
007 Nightfire
13
Plus Many More...

INCLUDING ALL THE LATEST CHEATS, TIPS & WALKTHROUGHS AVAILABLE FOR:

★Alias*
★Hitman Contracts*
★Legends of Wrestling 3*
★LMA Manager 2004*
★R-Type Final
★Rise to Honor*
★Rainbow Six 3*
★Teenage Mut. Ninja Turtles
★The Fast & The Furious*

*Information for these forthcoming releases is added as soon as it becomes available, this is usually before the games actual release. To check availability please call Customer Services on 0800 081 6000

WELCOME TO CHEATZONE

FINAL FANTASY TERMINATED

Listen. And understand. *Final Fantasy X-2* can't be bargained with. It can't be reasoned with. It doesn't feel pity, or remorse, or fear. And it absolutely will not stop torturing you, hounding you, and quietly laughing at you, ever, until you finish it.

Which is where we come in. After being forced to make the office his new home, Tom has spent more hours beavering away at *FFX-2* than anyone in the country. We mean it. This month he has created the ultimate Dressphere guide using only his gamesplaying skills, some Blutack and two tubes of fish paste. If *X-2* is The Terminator, Mayo is the guy sent back to kill it (And in the end dies horribly from gaping gut wounds).

TERMINATED TOO

As always, that's far from all. Not only do we continue to chip away at the games you've got at the moment – *Everything Or Nothing*, *NFS: Underground*, *Mafia* and *SOCOM 2* all feature heavily this month – we also start on the new 'un's. Cundy has been high kicking his way through *Rise To Honour*. Steve has been there, done that and got the T-shirt and flak jacket in *Rainbow Six 3*. And Tim has been busy shouting and researching his new career as The Mexican Whistler. With some success.

THE CHEATZONE TEAM

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PLUS! PSONE CHEATS INSIDE!
CHEATZONE
TIPS ★ GUIDES ★ SOLUTIONS
Tom Clancy's RAINBOW SIX 3
FINISHED!
ALSO!
RISE TO HONOUR
Easy as one, two, Li! The best tactics and secrets...
PLUS!
12,000 PS2 CHEATS!
TEENAGE MUTANT NINJA TURTLES
SONIC HEROES
FINAL FANTASY X-2
EVERYTHING OR NOTHING
MAY 2004
£3.99

Rainbow Six 3 finished!

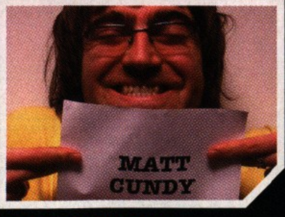
Chop-sock it to Rise to Honour with our guide

Cheats for the biggest games on Planet Earth!

More on the Bond game you can't stop playing!

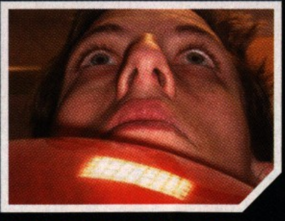
SO WHO ARE WE?

Not the best looking bunch, admittedly, but they've got great personalities...



MATT CUNDY
AKA: Cundy; Cundalf; Commie; Comdy
WANTED FOR: Developing 'tails' at the back of his head due to lack of haircut; constant use of the word 'schlonger'.

TOM MAYO
Tom's good at RPGs, don't get us wrong. But this month he's excelled at grossly inappropriate jokes and the liberal invasion of people's personal space.



STEVE WILDTHANG
After deciding that his surname really *is* too long, Steve restyled himself as Steve Wildthang. Possible other contenders were Steve Ace and Steve Bounty Hunter.

RICHARD HOOD
In response to more of Matt's pro-veggie comments, Rich spent the month in a symbolic silent protest to encourage the eating of gratuitous amounts of meat.

TIM WEAVER
This month: Week 1 – surfing the net. Week 2 – on the phone. Week 3 – back on the net. Week 4 – still on the net but ordering Steve to make the tea as well.

12,000 CODES

More cheats than any other mag!

OVER 12,000 CODES FOR PS2

CHEATZONE

A TO Z

007 NIGHTFIRE

BURNOUT 2: POINT OF IMPACT

082 A TO Z

The biggest cheats list ANYWHERE. Over 12,000 codes vacuum-packed into 20 pages of beautiful R1's and △'s.

WRITE TO US CHEATZONE, 30 MONMOUTH ST, BATH, BA1 2BW **EMAIL US** CHEATZONE@FUTURENET.CO.UK

THE BIG GAMES THIS MONTH

MORE PAGES THAN ANY OTHER MAG ON THE HOTTEST NEW GAMES...

012 FINAL FANTASY X-2

Mayo makes more inroads into one of the biggest games ever. In fact, he's gone and given you the biggest Dressphere guide money can buy. Good old Mayo.

034 RAINBOW SIX 3

Steve reckons living in Kent was like living in a warzone, which makes him amply qualified to cover every last inch of *RB3*.

048 LMA MANAGER 2004

Tactics to turn you into Wenger. Or, if you want middling success with a bunch of over-rated, over-paid, injury prone journeymen, Ranieri.

050 RISE TO HONOUR

Cundy pretends he has some sort of qualification to tip a martial arts game when, in fact, he's a weak-boned vegetarian Communist.

054 THIS IS FOOTBALL 2004

Subtle tips and tricks to win. A lot.

056 TEENAGE MUTANT NINJA TURTLES

Heroes in a half-shell. Sorted.

060 FORBIDDEN SIREN

Disturbing insects-with-legs haunt you throughout this massively big adventure. Fortunately, we're here to act as a guide to the scary bits and some sort of tips wizard to the hard bits. (*What the...?* – Ed.)

070 THE HULK

Smash people's faces into the back of their heads with our top notch Platinum guide. Be there!

THE PULSE

JAMES BOND 007: EVERYTHING OR NOTHING

ZAK AND THE POWER OF JUJU

PITFALL: THE LOST EXPEDITION

STREET CHEAT!

ALL-NEW CHEAT DISC CODES

XPLODER

GRAND THEFT AUTO

THE COMPLETE PSONE A TO Z

COLIN MCRAE RALLY

The latest cheats for the hottest new games!

100s of Xploder and Action Replay codes!

The only place to get your GTA answers!

TEN pages of cheats for your PSone!

THE PULSE

The latest codes / The hottest news / The stuff you MUST know

MORE HOT TIPS HERE!

R-TYPE FINAL

Enter the following passwords at the relevant docking bay in R's Museum to unlock the specified ship.

LADY LOVE
Enter 4170 4170 as a password at docking bay #3.

STRIDER
Enter 5050 1060 as a password at docking bay #24.

Boomraker: Win Platinums and improve your chances.

CHART TOPPERS!
Looking for *NFS: Underground*, *The Simpsons: Hit & Run*, *MOH: Rising Sun* or *LOTR: Return Of The King* cheats? You'll find them all in our A To Z, starting on page 82. Bonzer!

MUCH ADO ABOUT NOTHING

JAMES BOND 007: EVERYTHING OR NOTHING

It would appear, Cheatfinger, that your luck has changed.

CHEAT CODES

Complete a specific number of Platinum objectives to unlock various cheats. Once unlocked, the cheats can be used by entering them at the Pause Menu.

CHEAT	NO OF PLATINUMS	CODE
Golden Gun	01	○△✕○△
Improved Traction	03	○✕✕□△
Improved Battery	05	○□□✕○
Double Ammo	07	○○✕○△
Double Damage	09	○△△□○
Full Ammo	11	○○△□□
Cloak	13	○△✕△□
Full Battery	15	○△△✕○
All Weapons	17	○△✕✕○
Unlimited Battery	19	○□○□△
Unlimited Ammo	23	○✕□✕○
Slow-mo Driving	25	○□△✕△
Platinum Gun	27	○□□○✕

REWARDS

The rewards you can unlock and how many 'Gold 007' ranks are required to unlock them can be viewed by selecting the 'Unlocks' Menu.

BONUS GAMES

Complete all the single player levels to unlock the MI6 Combat Simulator and MI6 Survival Test bonus games.

MULTIPLAYER EXTRAS

By scoring the specified number of 'Objective Points' in the Cooperative Multiplayer mode, you can unlock the following selectable characters and arenas for use in Multiplayer mode.

UNLOCKS	POINTS
Cistern arena	30
Baron Samedi	50
Odd Job	70
Egypt Commander	90
Hazmat Guard	110
Mya	130
Test Lab arena	160
Egypt Guard	180
South Commander	210
Moscow Guard	230
Le Rouge	260
003	290
Katya Jumpsuit	320
Serena	350
Burn Chamber arena	370
Diavolo Moscow	400
Serena (alternate)	430
Miss Nagai	450

DID YOU KNOW? → SHIRLEY BASSEY IS THE ONLY ARTIST TO HAVE PERFORMED MORE THAN ONE BOND TITLE

JUNGLE MASSIVE

TAK AND THE POWER OF JUJU

Why not try a new Tak-tic?

ALL EXTRAS
Pause the game and press ←, →, □, □, ○, ○, →, ←. This unlocks the Cinematics, Concept Artwork and Storyboards at the Extras Menu.

ALL PLANTS
Pause and press □, △, ○, ←, ↑, →, ↓, ↓.

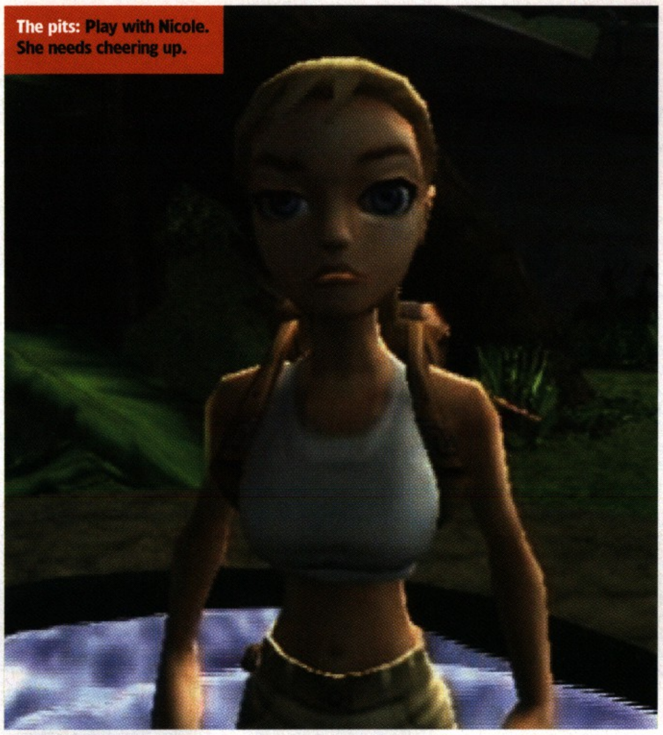
ALL MOONSTONES
Pause the game and press △, △, □, □, ○, ○, ←, →.

ALL JUJU POWERS
Pause the game and press ↑, →, ←, ↓, △, ○, □, ↓.

ALL YORBELS
Pause the game and press ↑, △, ←, □, →, ○, ↓, ↑.

EXTRA FEATHERS
Pause the game and press □, △, ○, □, △, ○, □, △. This code can be repeated for lots of feathers.

Hot plates: Give Tak all his Juju Powers instantly.



The pits: Play with Nicole. She needs cheering up.

MORE HOT TIPS HERE!

MR. HELI
Enter 5959 5959 as a password at docking bay #59

CURTAIN CALL
Enter 9910 0101 as a password at docking bay #100.

R: RACING EVOLUTION
EASY MONEY
Play Event Challenge Mode until you defeat Nelly in a drag race and win his Mazda RX-7. Now you can replay the race as many times as you like and are awarded over 100,000 RP every time you win.

HARRY-KIRI

PITFALL: THE LOST EXPEDITION

Ooh, look what we found...

HYPER PUNCH
At the title screen, hold L1 + R1 and press ←, →, ○, ↑, ○, →, ←. Release L1 + R1 and the message 'Cheat Code Accepted' will appear to confirm correct code entry.

INFINITE CANTEEN
At the title screen, hold L1 + R1 and press ←, □, ○, ↓, □, ✕, □, ○. Release L1 + R1 and the message 'Cheat Code Accepted' will appear to confirm correct code entry.

PLAY AS NICOLE
At the title screen, hold L1 + R1 and press ←, ↑, ↓, ↑, ○, ↑, ↑. Release L1 + R1 and the message 'Cheat Code Accepted' appears.

UNLOCK PITFALL! GAME
At the title screen, hold L1 + R1 and press ○, ○, ←, →, ○, □, ✕, ↑, ○. Release L1 + R1 and the message 'Cheat Code Accepted' will appear to confirm correct code entry. The Pitfall! game can now be accessed from the New/Load Game Menu.

UNLOCK LOST CAVERNS GAME
At the title screen, hold L1 + R1 and press ←, →, ←, →, △, △, △. Release L1 + R1 and the message 'Cheat Code Accepted' will appear. The Lost Caverns game can now be accessed from the New/Load Game Menu.

STREET CHEAT!

IN WHICH WE APPLY THE METHODOLOGY OF CHEATING TO EVERYDAY, REAL WORLD SITUATIONS. USING TOM.

05 SPAWN CAR

STEP 1 LATE AGAIN
After an unusually long and exhausting dogging session, Mayo realises he's already two hours late for work. Too knackered to run and too bear-like to call in an excuse, panic grabs Tom where it hurts.

STEP 2 GET ME A CAR
But wait – it's a code epiphany! By using a 'Spawn Car' cheat, Mayo supposes he can put pedal to metal and zoom to work. Little does the grinning simpleton realise that the car is hurtling headward.

STEP 3 NASTY S-CAR
Ooooo, what a car-tastrophe. Looks like Mayo may very well be dead on car-rival. Oh well, staff writers are ten-a-penny, so no great shakes.

NEXT MONTH...

MORE MAYO GUTS SPILLED FOR YOUR PLEASURE. WE DO IT COS YOU LOVE IT.

SONG. GOLDFINGER, DIAMONDS ARE FOREVER AND MOONRAKER WERE ALL PERFORMED BY HER. BASSEY IS WELSH.

THE C-FILES

We unearth real life cheats and tell the world how they conned the, er, world.

SUBJECT: MARY TOFT

Rabbits. Big ears, twitchy nose, nervous disposition and, back in 1726, Mary Toft gave birth, over the course of several days, to nine of the buggers. They were all dead, but the story was extraordinary enough to cause quite a commotion. Nathaneal St. Andre, the surgeon to King George I, arrived to carry out 'tests' on Toft and, despite drawing conclusions to the contrary, declared that the bunny births (17 in total) were genuine, 'freak of nature' occurrences.

Mary was taken to London to undergo further prodding, but when under the close scrutiny of medical peepers, the rabbits ceased to appear. When it was decided that Mary's uterus should be surgically examined, she quickly confessed to stuffing the dead rabbits inside her womb herself. Apparently she wanted to be famous.

VERDICT:

You've got to hand it to her – it's a novel twist on the rabbit out of a hat routine. And if you want to stand out from the crowd of wannabes, jamming angora bucks up your intimate feminine area is going to get you noticed. As will popping them back out again.

DAILY EXORCISE

THE HAUNTED MANSION

Go on – cheat. That's the spirit.

SKELETON ZEKE
Hold down ⊗ + ⊡ + ◬ + ◎ while the game is loading. Release the buttons when the title screen appears.

INVISIBLE ZEKE
Hold down ⊗ + ⊡ + L1 + L2 while the game is loading. Release the buttons when the title screen appears.

LEVEL SELECT
Begin a game, hold → on the d-pad and press ◎, ◎, ⊡, ◬, ◬, ⊡, ◎, ⊗. Level Select can now be accessed from the Options Menu.

INVINCIBILITY
Begin a game, hold → and press ⊡, ◎, ◎, ◎, ⊡, ◎, ◬, ⊗.

UPGRADE WEAPON
Begin a game, hold → on the d-pad and press ⊡, ⊡, ◬, ◬, ◎, ◎, ◎, ⊗. The code can be repeated to cycle through the various upgrades.

What a boner: Skeleton Zeke is a freak. And a geek.

MORE HOT TIPS HERE!

WRATH UNLEASHED

EXTRA HEALTH & SPEED
At the main title screen, press ↓, ↓, ↑, ↓, ←, →, ↓, ↑, ↑, ↑, ↑, →, ←, ⊡. The screen will flash to confirm correct code entry. Note that this code only works in Versus and Team Fighter modes.

LARGE STRATMAP CHARACTERS
At the main title screen, press ←, ⊡, ↑, ◎, →, ◬, ↓, ◬. The screen will flash to confirm correct code entry.

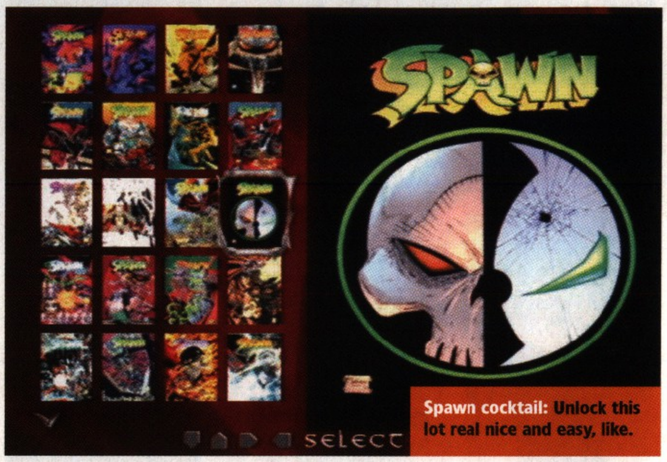
UNLOCK ELEPHANT POOL ARENA
Win 20 team battles to in Versus Mode.

UNLOCK METAL AGE ARENA
Win 100 arena battles in Versus Mode.

BAD DAY FOR FROGS

SPAWN: ARMAGEDDON

Have some Spawnographic material...



Spawn cocktail: Unlock this lot real nice and easy, like.

SELECT MISSION
Pause the game and press ↑, ↓, ←, →, ←, ←, →, →. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry. The 'Select Mission' option should be available at the Main Menu.

ALL WEAPONS
Pause the game and press ↑, ↓, ←, →, ←, →, ←, ←. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry.

INFINITE AMMO
Pause the game and press ↑, ↓, ←, →, ↑, ←, ↓, →. Resume the game and Spawn will say something to confirm correct code entry.

UNLIMITED NECROPLASM
Pause the game and press ↑, ↓, ←, →, ↓, ←, ↑, →. Resume the game and Spawn will say something to confirm correct code entry.

UNLOCK ENCYCLOPAEDIA
Pause the game and press ↑, ↓, ←, →, ←, →, ↑, ↓. Resume the game and Spawn will say something to confirm correct code entry.

COMPLETE COMIC GALLERY
Pause the game and press ↑, ↓, ←, →, →, ←, ←. Resume the game and Spawn will say something (like 'Necrolicious') to confirm correct code entry. All comic covers can now be viewed from the Bonus Material menu.

OH KYA

KYA: DARK LINEAGE

Let the light in with these...

RESTORE HEALTH
Pause the game and press L1, R2, L2, R1, ↑, ↑, ←, ⊡, →, ◎, START.

SHRINK JAMGUT
Pause the game and press R2, R2, ◎, R2, L2, L2, ←, L2, ◬.

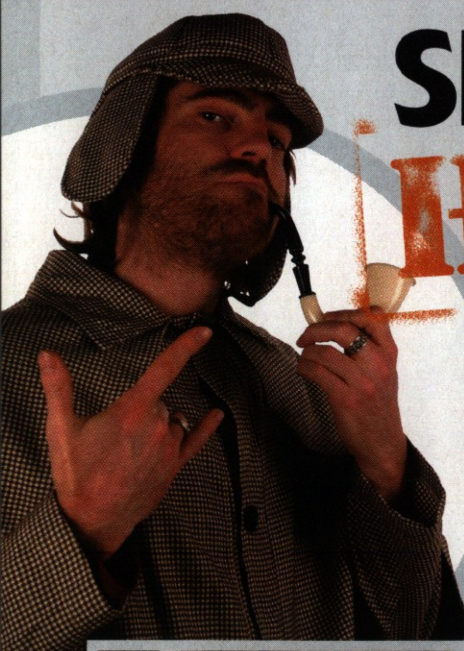
UNLOCK GALLERIES
At the main menu, press ◬, ↑, ◎, →, ↓, ↓, ⊡, ←. Input the code four times to unlock all available galleries.

ALTERNATE ENDING
Complete the game with all 260 natives rescued for a different end sequence.

DID YOU KNOW? ➔ IN 1987, COCKNEY BLOKES CHAS 'N' DAVE GOT TO NUMBER 8 IN THE HIT PARADE WITH 'RABBIT'.

MISSING SOMETHING?
WITHOUT PIGGYBACK
piggyback

SHERLOCK HOMES



IF THE CHEATER'S THE FASTEST ANIMAL, HOMES IS MACH 10.

Supadopasaurus: Wiped out by a hot rock. BOOM.

Q1 I'VE BEEN PLAYING RUGBY 2004 FOR WEEKS, BUT CAN'T UNLOCK ANYTHING. CAN YOU HELP ME OUT WITH CHEATS BEFORE IT BUZZES MY HEAD OFF?

PAUL MCCARTHY NORTH WALES

What the hell is up with rugby playaz? They're all like, 'We might be ugly mutha scrummers, but we drink like beer whales and can drop all over your puny ass harder than a herd of h-bombs!' And then it's like – BANG! – and your spine's busted on the floor and they're waxin' and taxin' Deep Heat into your little Jonny Wilkinson. Seriously undope behaviour. I'd like to see them step to the crew when they're bumpin' South Central flavas. Swing low, sweet 9mm retribution. BOOM! No cheats, but if you want to pop the lock, try this...

UNLOCK HISTORIC MATCHES

Successfully complete all three levels of Challenge Tracking.

Q2 JURASSIC PARK: OPERATION GENESIS, I WANT TO UNLOCK ALL THE DIG SITES – CAN YOU HELP?

MONICA GOLI VIA EMAIL

The crew called Jurassic, stretch like elastic, live and on plastic, step and get that ass kicked. BOOMSHAKA! Mad props to the prehistoric five, but what's up with all this 'Operation Genesis' nonsense? Is Phil Collins and his homies high rollin' with the dinos and representin' their symphonic progressive rock style with a Triasic fusion? T-Rex would be all up in their faces givin' it, 'You're in my land of confusion now, suckers, and you all in too deep!' And then – BANG! – total extinction faster than a scotch egg in a barrel of monkeys. Invisible touch all the way live. Want the dig sites? Well dig this...

OPEN TO THE PUBLIC

Press ←, ↓, →, ↑, L1, R1, L1 + R1 during game play to unlock all three dig sites.

IMPOSSIBLE MISSION

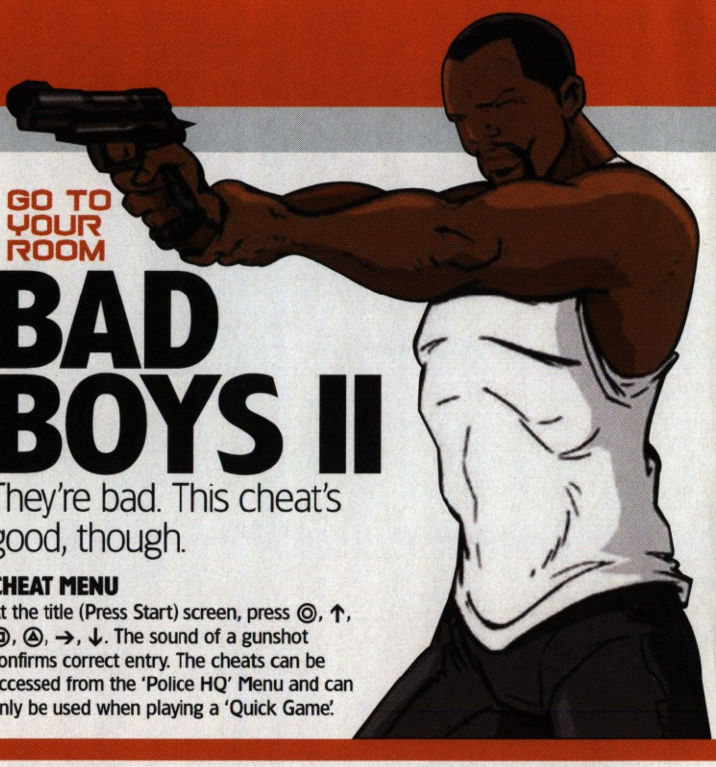
Press R1, →, →, →, →, R1 during game play to unlock all missions, exercises and Site B.

GIMME SOME MONEY

Press L1 + ↑, L1 + ↓ during game play to add $10,000 to your finances.

Don't forget – if you're seeking cheats, send crazy correspondence to:

MY MAN HOMES, CHEATZONE, 30 MONMOUTH ST, BATH, BA1 2BW. OR EMAIL: CHEATZONE@FUTURENET.CO.UK



GO TO YOUR ROOM

BAD BOYS II

They're bad. This cheat's good, though.

CHEAT MENU

At the title (Press Start) screen, press ○, ↑, □, △, →, ↓. The sound of a gunshot confirms correct entry. The cheats can be accessed from the 'Police HQ' Menu and can only be used when playing a 'Quick Game'.

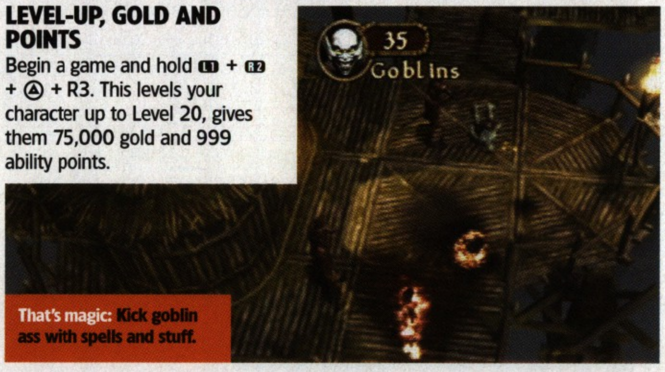
WIZARD!

CHAMPIONS OF NORRATH

Providing goodness like a flagon of mead.

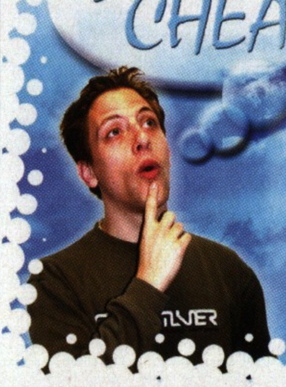
LEVEL-UP, GOLD AND POINTS

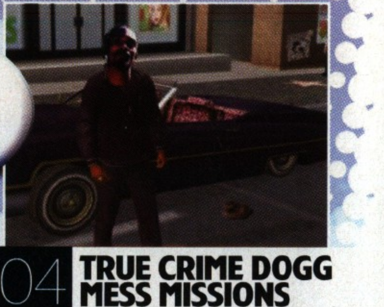
Begin a game and hold L1 + R2 + △ + R3. This levels your character up to Level 20, gives them 75,000 gold and 999 ability points.



That's magic: Kick goblin ass with spells and stuff.

DREAM CHEAT





04 TRUE CRIME DOGG MESS MISSIONS

Snoop Dogg solving crimes in the Dogg Patrol missions? Lame. The Dogg Mess missions, however, would rock. Control the Dogg Father and defecate on as many sidewalks in one hour as possible. Squat the Snoopster Glastonbury style and curl out the fresh stuff. Now that's bad ass.

DID YOU KNOW? ➔ SIR FRANCIS DRAKE WAS BORN IN CROWNDALE, DEVON. CROWNDALE IS NOW A REFUSE DUMP.

HEADS UP!
SUDDEN DEATH COMES FROM ABOVE
SPECIAL MOVE:
SPIN AND FLIP OFF BRANCH TO REACH HIDDEN PLATFORM
SAVE POINTS:
SWEET RELIEF
USE SNIPER SCOPE TO SPOT ASSASSIN
REVEAL PASSWORD REQUIRED TO UNLOCK THE NEXT REALM
ONE PATH LEADS TO SAFETY.
THE REST LEAD TO GAME OVER
WITH PIGGYBACK
COLLECT WEAPON UPGRADE:
ENHANCE YOUR FRAG FACTOR
STEP ON PRESSURE PAD
TO REVEAL SECRET CATACOMBS
WARNING:
INVISIBLE ENEMY WAITING TO POUNCE.
EQUIP INFRA-RED SCOPE AND SPOIL HIS DAY
BURIED TREASURE
OR LETHAL BOOBY TRAP?
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THE FACTS: FINAL FANTASY X-2 ● PLAYERS **1** ● MEMORY CARD SPACE **185KB** ● DIFFICULTY **VERY HARD TO MASTER** ● COMPLETION TIME **MONTHS**

FINAL FANTASY X-2

The concluding part of our guide to this intricate fantasy masterpiece.

BEST PLAYED

Over and over again, until you've got absolutely everything ever in the game.

REVIEW

> **"It's not as accessible as it first appears and maybe not quite as sexy as we would all have hoped, but *Final Fantasy X-2* is still a stonking role-playing game. In fact, it's another whopper from Square"**

• For more on Final Fantasy X-2, why not hunt down the latest issue of the Official PlayStation 2 Magazine?

***FFX-2* takes the whimsical child's pastime of rummaging in the 'dressing up' box for amusing costumes and takes it to a whole new level. Simply donning a new frock unlocks a wealth of new skills and powers.**

Yuna, Rikku and Paine each have access to any dressphere you find during the game, but in most instances the difference between, say, Rikku as a Warrior and Yuna as a Warrior are minor. In some rare instances, however, the same dressphere will provide each girl with a unique set of skills to be learned and employed.

Finding dresspheres isn't too difficult, especially since the game is designed for more than one playthrough. Finding an effective balance in combat is more important. There's enough variety that you can have dozens of efficient party set-ups, and as you progress and master dresspheres, certain key Garment Grids will allow you to access the bulk of a particular dressphere's abilities without having it equipped. If you really want to get the most out of the game, think ahead to the second or even third time you'll play it to completion. It's as long-term as you want it to be.

KEY

Type – the category of the ability in question. Some Garment Grids allow all commands in a certain category, like Bushido or Arcana, to be used regardless of your currently equipped dressphere.
AP – the number of AP needed to earn the ability, won in battles by using skills and defeating enemies. It's possibly to learn an ability halfway through a fight and use it immediately.
MP – the number of Magic Points needed to use the ability, if applicable.
Requirements – some abilities can only be learned after first learning another. If so, it will be listed here.
Description – exactly as it sounds, a description of the ability's effects.

BEAT THIS ➔ ON YOUR FIRST PLAYTHROUGH, GET ONE OF YOUR GIRLS TO MASTER THE ALCHEMIST DRESSPHERE.

01 ALCHEMIST

+ STRENGTHS

Alchemists are extremely effective in both an offensive and defensive capacity. They don't need MP, and when mastered are capable of healing the entire party, removing status effects, and exploiting elemental/status weaknesses in enemies to deal plenty of damage – all for free. When you learn Mega-Potion, you can use it every single turn, constantly healing all three girls for 2000 HP, which makes you very difficult to kill for the majority of the game.

- WEAKNESSES

You have to watch out for over-using Mix and running out of certain useful items, and it is by far the most AP-intensive dressphere to master, with the main culprit being Elixir at a whopping 999. Equally, their attributes are less than stellar, and while many of the Auto-Abilities double the effectiveness of various types of Items, remember that this doesn't apply to the Stash command.

Help
Attack one enemy.
Wait Mode
Attack
Trigger Happy
Yuna HP 2054 MP 64
Rikku HP 1225 MP 66
Paine HP 2611 MP 94
L1

HOW TO GET IT

Complete the "Clean Sweep" mission, allowing Clasko to open up his Chocobo Ranch in the Calm Lands.

HINT

Provide crucial support to other dresspheres which rely heavily on expensive abilities by throwing them an Ether or two.

ABILITIES

ATTACK

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Your basic shooting attack type thing

MIX

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Combine any two Items in your inventory together to create a special effect – see the boxout.

POTION

- **Type:** Stash
- **AP:** 10
- **MP:** –

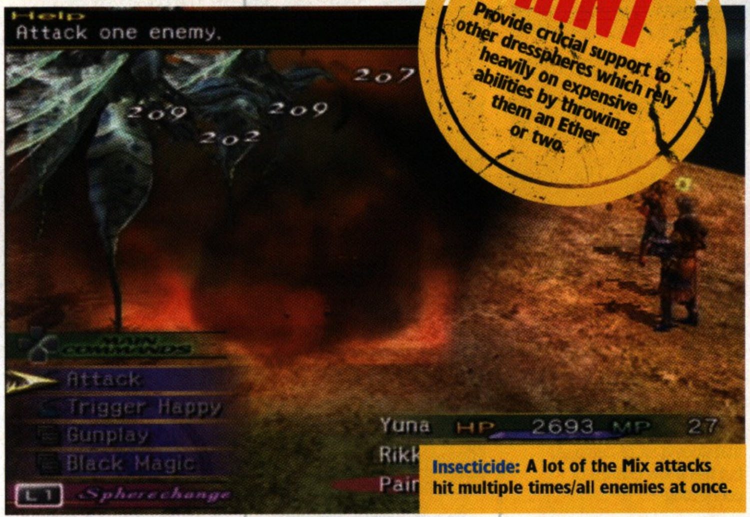
- **Requirements:** –
- **Description:** Use a Potion for free, restoring 200 HP to one girl.

HI-POTION

- **Type:** Stash
- **AP:** 40
- **MP:** –
- **Requirements:** Potion
- **Description:** Use a Hi-Potion for free, restoring 1,000 HP to one girl.

MEGA-POTION

- **Type:** Stash
- **AP:** 120
- **MP:** –
- **Requirements:** Hi-Potion
- **Description:** Use a Mega-Potion for free, restoring 2,000 HP to all three girls.


Help
Attack one enemy.
207
209
209
202
MAIN COMMANDS
Attack
Trigger Happy
Gunplay
Black Magic
L1
Spherechange
Yuna HP 2693 MP 27

Insecticide: A lot of the Mix attacks hit multiple times/all enemies at once.

X-POTION

- **Type:** Stash
- **AP:** 160
- **MP:** –
- **Requirements:** Mega-Potion
- **Description:** Use a Hi-Potion for free, completely restoring one girl's HP.

REMEDY

- **Type:** Stash
- **AP:** 20
- **MP:** –
- **Requirements:** Potion
- **Description:** Use a Remedy for free, curing one girl of all negative status effects. Warning – this will also rob a Beserker of the beserk status.

DISPEL TONIC

- **Type:** Stash
- **AP:** 20
- **MP:** –
- **Requirements:** Remedy
- **Description:** Removes Protect, Shell, Reflect, Regen, Haste, Auto-Life and Spellspring status effects from one target.

PHOENIX DOWN

- **Type:** Stash

- **AP:** 30
- **MP:** –
- **Requirements:** –
- **Description:** Use a Phoenix Down for free, reviving one girl from KO status and restoring 25% of her max HP.

MEGA PHOENIX

- **Type:** Stash
- **AP:** 200
- **MP:** –
- **Requirements:** Phoenix Down
- **Description:** Use a Phoenix Down for free, reviving all girls (except you, obviously) from KO status and restoring 25% of their max HP.

ETHER

- **Type:** Stash
- **AP:** 400
- **MP:** –
- **Requirements:** Dispel Tonic
- **Description:** Use an Ether for free, restoring 100 MP to one girl.

ELIXIR

- **Type:** Stash
- **AP:** 999
- **MP:** –

- **Requirements:** Ether
- **Description:** Use an Elixir for free, restoring 100 MP to one girl.

ITEMS LV. 2

- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** –
- **Description:** Preparation time for using items (not Stash commands) is reduced to 20%.

CHEMIST

- **Type:** Auto-Ability
- **AP:** 40
- **MP:** –
- **Requirements:** –
- **Description:** Doubles the effect of all curative items (not Stash commands).

ELEMENTALIST

- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Doubles the effect of all elemental items such as Water Gem, Bomb Core etc.

PHYSICIST

- **Type:** Auto-Ability
- **AP:** 100
- **MP:** –
- **Requirements:** –
- **Description:** Doubles the effect of all non-elemental items.

TOTAL AP TO MASTER:

2249

Active Mode
Soul Sea
312
MAIN COMMANDS
Attack
Trigger Happy
Gunplay
Black Magic
L1
Spherechange
Yuna HP 2667 MP 27
Rikku HP 1417 MP 66
Paine HP 2870 MP 94

Souled out: Mixing up items can provide life-saving effects.

YES, INCLUDING ELIXIR (999 AP).

02 BERSERKER

+ STRENGTHS

A very powerful melee dressphere, both physically strong and very fast, the Beserker can be virtually unstoppable. The more expensive abilities allow her to counter enemy attacks and spells with brutal force, while others weaken and debilitate the enemy. Auto-Regen can be invaluable, saving your healer valuable time/MP.

- WEAKNESSES

Although she has a very high agility, Her defence is very low, leaving her vulnerable to taking large amounts of damage. Inflicting Beserk upon herself makes her a killing machine, but the lack of direct control over her can be problematic if the battle takes an unexpected turn. It can also mean that the battle is over before it's even begun, robbing the other girls of a chance to rack up AP. While her abilities are strong, she has little MP to use them.

Help
Wait Mode
Attack
Mix
Stash
Yuna HP 2666 MP 27
Rikku HP 1322 MP 66
Paine HP 5137 MP 85
L1

Combine two items for various results.

HOW TO GET IT

Complete the "Protect The Agency" mission in Chapter Three.

HINT
Equip a Speed Bracer and use Beserk for a true killing frenzy.

ABILITIES

ATTACK

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Gives a double slash with those claws.

BERSERK

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Gives her Beserk and Strength Up effects. She will attack automatically every turn until it wears off or the battle ends.

CRIPPLE

- **Type:** Instinct
- **AP:** 20
- **MP:** 6
- **Requirements:** –
- **Description:** Halve one enemy's HP (like Gravity magic, this can never actually kill them).

MAD RUSH

- **Type:** Instinct
- **AP:** 30
- **MP:** 6
- **Requirements:** Cripple
- **Description:** A critical hit that does a lot of damage, but has a low chance of connecting.

CRACKDOWN

- **Type:** Instinct
- **AP:** 30
- **MP:** 6
- **Requirements:** –
- **Description:** A physical attack which dispels Protect, Shell and Reflect status effects.

1228
Envenom
Yuna HP 1956 MP 65
Rikku
Paine

Don't bother: Poisoning enemies is very rarely useful, to be honest.

EJECT

- **Type:** Instinct
- **AP:** 40
- **MP:** 8
- **Requirements:** Mad Rush
- **Description:** Removes one enemy from battle entirely. Some monsters are immune to this.

UNHINGE

- **Type:** Instinct
- **AP:** 40
- **MP:** 8
- **Requirements:** Crackdown
- **Description:** A physical attack which inflicts Accuracy Down and Evade Down effects on a target. Excellent for nimble enemies like wolf and lizard types.

INTIMIDATE

- **Type:** Instinct
- **AP:** 50
- **MP:** 8
- **Requirements:** Unhinge
- **Description:** A physical attack which inflicts Slow. Combine this with ways of Haste-ing your party to dramatic effect.

ENVENOM

- **Type:** Instinct
- **AP:** 30
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which Poisons them.

HURT

- **Type:** Instinct
- **AP:** 60
- **MP:** 10
- **Requirements:** Envenom
- **Description:** Deals an amount of damage equal to 37.5% of the party's total HP.

Comes into its own when you have items that break the HP limit of 9,999.

HOWL

- **Type:** Instinct
- **AP:** 80
- **MP:** –
- **Requirements:** Mad Rush
- **Description:** Doubles the maximum HP for one girl. It won't heal them to the new max, however, so arrange a spell or item to boost their HP immediately after using this. It also works nicely with Auto-Regen (see below).

ITCHPROOF

- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** Cripple
- **Description:** Stops you getting the Itchy status. This almost never happens anyway in the normal course of the game.

COUNTER

ATTACK

- **Type:** Auto-Ability
- **AP:** 180
- **MP:** –
- **Requirements:** –
- **Description:** After getting hit with a physical attack, she will automatically hit back for free.

MAGIC COUNTER

- **Type:** Auto-Ability
- **AP:** 300
- **MP:** –
- **Requirements:** Counterattack
- **Description:** After getting hit with a magical attack, she will automatically hit back for free.

EVADE & COUNTER

- **Type:** Auto-Ability
- **AP:** 400
- **MP:** –
- Requirements: Counterattack
- **Description:** Dodges physical attacks, and automatically hits back for free.

AUTO-REGEN

- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** Hurt
- **Description:** Constant Regen status, as per the White Mage spell. Works well in combination with Howl (see above).

Active Mode
Howl
MAIN COMMANDS
Attack
Mix
Stash
Item
L1 Spherechange
Yuna HP 1956 MP 65
Rikku HP 971 MP 66
Paine HP 5418 MP 66

Howl service: Doubling your maximum HP is a brilliant ability.

TOTAL AP TO MASTER:
1360

03 BLACK MAGE

+ STRENGTHS

Most monsters have one or more elemental weaknesses, and while those of the Flans, for example, are easy to guess, a modicum of experimentation will allow you to find the others. Magic tends to do more damage than physical attacks, so a Black Mage is a very good way of doling out the most punishment in the shortest time. You get this dressphere very early on, allowing you plenty of time to master it and get all those powerful spells which, don't forget, can target every enemy in the battle.

- WEAKNESSES

Black Mages are a bit one-note, verging on the dull. The damage they can do is great, but they have few other skills or abilities to back it up. Physically weak, they are entirely dependant on MP to be useful, and their low HP makes them vulnerable. The two most powerful black magic spells are also only available via Garment Grids – Conflagration for Flare, and Megiddo for Ultima. You may also have noticed that they don't even have the most basic Attack command.

Yuna HP 3206 MP 124
Rikku HP 1510 MP 105
Paine HP 2104 MP 255

HOW TO GET IT

Complete the "Floating Ruins" mission in Chapter One and speak to Shinra.

HINT
Make sure you equip accessories that prevent Silence status.

ABILITIES

Use Kogoro's skills.
Active Mode
Waterga
Attack
Kogoro
Item

FIRE

- **Type:** Black Magic
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** Deals minor Fire damage to enemies.

BLIZZARD

- **Type:** Black Magic
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** Deals minor Ice damage to one, or all enemies.

THUNDER

- **Type:** Black Magic
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** Deals minor Lightning damage to one, or all enemies.

WATER

- **Type:** Black Magic
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** Deals minor Water damage to one, or all enemies.

Help
Active
Attack
Bushido
Spare Change
Zantetsu
L1 Spherechange

Help
Attack one enemy.

Yuna HP 3394 MP 70
Rikku HP 1465 MP 55
Paine HP 2171 MP 144

FIRA

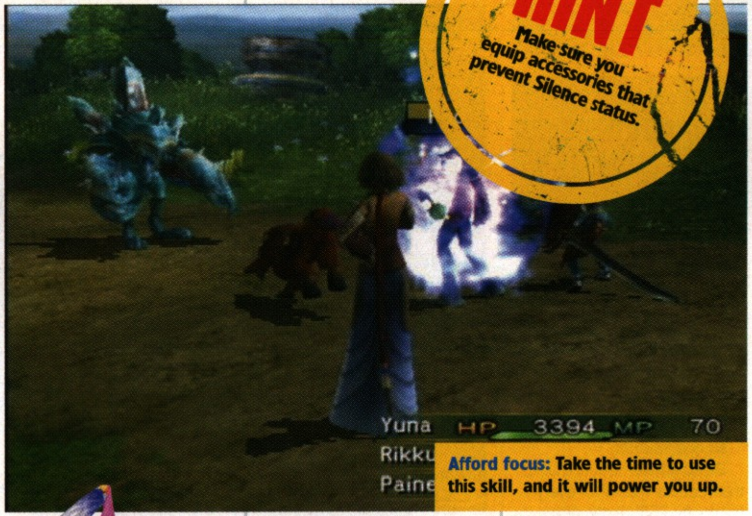
- **Type:** Black Magic
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Deals moderate Fire damage to one, or all enemies.

BLIZZARA

- **Type:** Black Magic
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Deals moderate Ice damage to one, or all enemies.

THUNDERA

- **Type:** Black Magic
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Deals moderate Lightning damage to one, or all enemies.



Yuna HP 3394 MP 70
Rikku
Paine

Afford focus: Take the time to use this skill, and it will power you up.

WATERA

- **Type:** Black Magic
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Deals moderate Water damage to one, or all enemies.

FIRAGA

- **Type:** Black Magic
- **AP:** 100
- **MP:** 24
- **Requirements:** Fira
- **Description:** Deals major Fire damage to one, or all enemies.

BLIZZAGA

- **Type:** Black Magic
- **AP:** 100
- **MP:** 24
- **Requirements:** Blizzara
- **Description:** Deals major Ice damage to one, or all enemies.

Help
1080
Active Mode
Blizzaga
Attack
Gamble
Bushido
Tantalize
L1 Spherechange

Help
Attack one enemy.

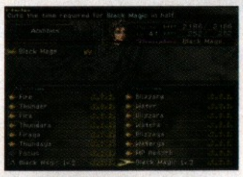
Yuna HP 2501 MP 78
Rikku HP 742 MP 164
Paine HP 1 MP 231

THUNDAGA

- **Type:** Black Magic
- **AP:** 100
- **MP:** 24
- **Requirements:** Thundera
- **Description:** Deals major Lightning damage to one, or all enemies.

WATERGA

- **Type:** Black Magic
- **AP:** 100
- **MP:** 24
- **Requirements:** Watera
- **Description:** Deals major Water damage to one, or all enemies.



Cuts the time required for Black Magic in half

FOCUS

- **Type:** Command
- **AP:** 10
- **MP:** –
- **Requirements:** –
- **Description:** Gives you Magic Up, meaning that your spells do more damage.

MP ABSORB

- **Type:** Command
- **AP:** 10
- **MP:** –
- **Requirements:** Focus
- **Description:** Drains some of the target's MP. Useful as an alternative to Ether. Careful who you target, some monsters have no MP to steal.

BLACK MAGIC LV. 2

- **Type:** Auto-Ability
- **AP:** 40
- **MP:** –
- **Requirements:** –
- **Description:** Reduces casting time by 30%.

BLACK MAGIC LV. 3

- **Type:** Auto-Ability
- **AP:** 60
- **MP:** –
- **Requirements:** Black Magic Lv. 2
- **Description:** Reduces casting time by 50%.

TOTAL AP TO MASTER:
680

04 DARK KNIGHT

+ STRENGTHS

Arguably the most powerful melee dressphere of all, the Dark Knight can inflict a number of very potent status effects upon her foes, and is immune to the more serious ones too. The Darkness ability is stunningly effective, even considering the fact that she sacrifices HP to use it, and Black Sky is great against multiple opponents; absolutely lethal against one. They have loads of HP, very high strength and defense, and plenty of MP to back up their attacks with dark magic.

- WEAKNESSES

Her agility and evasion stats are, sadly, rock bottom. Accuracy isn't much better, and you have to use her abilities with a light touch, or the high cost of her Arcana abilities will get the better of you. Poisoning the enemy is usually not worth the time it takes, and it's also unfortunate that Charon, which can deal astonishing damage, also takes her out of the rest of the fight. Irritatingly, too, she is guarded against every nasty status effect except Darkess, the melee class' nemesis.

Wait Mode
Yuna HP 2780 MP 65
Rikku HP 1417 MP 66
Paine HP 3842 MP 249

HOW TO GET IT

It's in a treasure chest deep under Bevelle, first available in Chapter Two.

ABILITIES

ATTACK

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Slices into them with that sword covered in pointy bits.

DARKNESS

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Deals significant physical damage to every enemy, ignoring their Defence stat. Drains away 12.5% of your current (not total) HP.

DRAIN

- **Type:** Arcana
- **AP:** 20
- **MP:** 8
- **Requirements:** –
- **Description:** Drains some of the target's MP. Useful as a follow-up to Darkness.

DEMI

- **Type:** Arcana
- **AP:** 20
- **MP:** 10
- **Requirements:** –
- **Description:** Gravity magic that reduces the HP of every enemy by 25%. It can never kill anything, only reduce it to 1 HP.

CONFUSE

- **Type:** Arcana
- **AP:** 30
- **MP:** 12
- **Requirements:** Demi
- **Description:** Inflicts the Confuse status on one enemy.

BREAK

- **Type:** Arcana
- **AP:** 40
- **MP:** 20
- **Requirements:** Confuse
- **Description:** Inflicts the Petrification status on one enemy.

Help
Attack one enemy.
MAIN COMMANDS
Attack
Mix
Stash
Item
L1 Spherechange
Yuna HP 2021 MP 64
Rik
Pai

The end is nigh: Death will wipe out easy enemies, but... well, they're easy!

HINT Equip a Recovery Bracer to help counter the HP loss from Darkness.

BIO

- **Type:** Arcana
- **AP:** 30
- **MP:** 16
- **Requirements:** –
- **Description:** Inflicts the Poison status on one enemy.

DOOM

- **Type:** Arcana
- **AP:** –
- **MP:** –
- **Requirements:** Bio
- **Description:** Inflicts the Doom status on one enemy. A countdown appears over their head, when it reaches 0, they immediately die.

DEATH

- **Type:** Arcana
- **AP:** 50
- **MP:** 24
- **Requirements:** Doom
- **Description:** Inflicts the Death status on one enemy. Basically, if it hits, they die. Some enemies are immune.

BLACK SKY

- **Type:** Arcana
- **AP:** 100
- **MP:** 80
- **Requirements:** Death
- **Description:** She unleashes ten physical attacks on random targets.

CHARON

- **Type:** Command
- **AP:** 20
- **MP:** –
- **Requirements:** –
- **Description:** This deals damage equal to twice the girl's max HP. If you've gotten the break maximum HP limit items, and are a high level, this can be tremendous. On the flip side, the Dark Knight is consequently KO'd and removed from the fight. She gains no exp from it. Therefore, try to use this to finish off powerful enemies and bosses, when already at a high level (or indeed 99, the maximum).

POISONPROOF

- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** –
- **Description:** Makes her immune to Poison.

STONEPROOF

- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** Poisonproof
- **Description:** Makes her immune to Petrification.

CONFUSEPROOF

- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** Stoneproof
- **Description:** Makes her immune to Confusion.

CURSEPROOF

- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** –
- **Description:** Makes her immune to Curse.

DEATHPROOF

- **Type:** Auto-Ability
- **AP:** 40
- **MP:** –
- **Requirements:** Curseproof
- **Description:** Makes her immune to Death.

TOTAL AP TO MASTER: 490

Dark ages: Use and abuse this move all the time. It's great.

Active Mode
Darkness
MAIN COMMANDS
Attack
Mix
Stash
Item
L1 Spherechange
Yuna 397 MP 64
Rikku 871 MP 126
Paine HP 3844 MP 141

05 SAMURAI

+ STRENGTHS

An excellent melee class with high Strength, Agility and Evasion, and a particularly strong suite of special abilities. Skills like Magicide, Fireworks, No Fear and Clean Slate give the Samurai enormous versatility, and of course they look very, very cool in that outfit. Like Lady Luck, fighting from low HP has advantages (with SOS Critical), and the Lady's Gillionaire ability will help feed the Samurai's habit of throwing Spare Change at enemies.

- WEAKNESSES

Stats-wise, other than the afore-mentioned three, the Samurai is distinctly average. In the case of HP, she is actually very low, making SOS Critical even more of a risk. A Crystal Bangle can help with this, but it takes up a slot. In theory, a Samurai can give herself Protect, Shell, Haste, Strength Up, Accuracy Up and Evasion Up in three turns, for 42 MP. But why isn't the White Mage doing it for her while she attacks? Half of those effects could be in place during the battle courtesy of various accessories.

Wait Mode
na HP 2127 MP 65
u HP 398 MP 115
HP 0 MP 116

HINT

We recommend making Paine your Samurai, and make sure she uses plenty of other melee jobs which kill enemies to feed Momentum.

HOW TO GET IT

During the "Pest Control" mission in Kilika, Chapter Three. Just lying about on the floor.

ABILITIES

ATTACK

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Slashes them with your blade.

SPARE CHANGE

- **Type:** Bushido
- **AP:** 20
- **MP:** –
- **Requirements:** –
- **Description:** Lob coins at the enemy to deal damage. If you want to deal 99,999 damage (assuming you have Break Damage Limit), you better have about 21 million.

MIRROR OF EQUITY

- **Type:** Bushido
- **AP:** –
- **MP:** 16
- **Requirements:** –
- **Description:** Deals damage to one enemy, equal to 50% of the difference between your maximum and current HP. To give an example, if your maximum HP was 5,000 and your current HP 500, you would deal 2,250 damage.

MAGICIDE

- **Type:** Bushido
- **AP:** 30
- **MP:** 4
- **Requirements:** –
- **Description:** An attack which damages their MP rather than their HP, which is often a sound boss strategy, and cheap to use too.

DISMISSAL

- **Type:** Bushido
- **AP:** 30
- **MP:** 10
- **Requirements:** Magicide
- **Description:** A physical attack which also disrupts the enemy's preparation phase (they have to start the action again).

FINGERSNAP

- **Type:** Bushido
- **AP**: 40
- **MP:** 10
- **Requirements:** Dismissal
- **Description:** A physical attack which also erases all beneficial attribute effects (Strength Up etc). Does not remove spell effects like Protect and Shell.

SPARKLER

- **Type:** Bushido
- **AP:** 40

Help
Attack one enemy.
Attack

- **MP:** 12
- **Requirements:** Fingersnap
- **Description:** A glowing ball of flame is lobbed at the opponent, damaging them and ignoring their Defence stat.

FIRE WORKS

- **Type:** Bushido
- **AP:** 60
- **MP:** 18
- **Requirements:** Sparkler
- **Description:** The area effect version of Sparkler, damaging all enemies regardless of their Defence.

MOMENTUM

- **Type:** Bushido
- **AP:** 60
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack that becomes more powerful the more enemies that the girl kills (regardless of job). It's very simple – each time you kill an enemy, the damage Momentum does goes up by one. Really comes into its own during the second (third, fourth...) playthrough.

SHIN-ZANTETSU

- **Type:** Bushido
- **AP:** 100
- **MP:** 32
- **Requirements:** Momentum
- **Description:** Inflicts Death on all enemies. The tougher they are, the more likely they are to be immune. The weaker they are, the more chance you could just smack them instead.

Help
Attack one enemy.
Attack
Darkness
Arcana
Black Magic
LT Spherechange

Snap! Fingersnap will reset any attribute boosts they have.

NONPAREIL

- **Type:** Bushido
- **AP:** 20
- **MP:** 10
- **Requirements:** –
- **Description:** Gives you Strength and Accuracy Up attribute effects.

NO FEAR

- **Type:** Bushido
- **AP:** 30
- **MP:** 12
- **Requirements:** Nonpareil
- **Description:** Casts Protect and Shell upon the Samurai, for 12 MP as opposed to the 22 MP (and two turns) it would take a White Mage.

CLEAN SLATE

- **Type:** Bushido
- **AP:** 40
- **MP:** 16
- **Requirements:** No Fear
- **Description:** Restores one girl's HP by 25% of their maximum, and cures Silence, Darkness, Poison, Curse, Pointless and Slow.

HAYATE

- **Type:** Bushido
- **AP:** 60
- **MP:** 20
- **Requirements:** Clean Slate
- **Description:** The Samurai gets Evasion Up and Haste. The most expensive of this type of Bushido skill, and for good reason. Her Evasion is pretty high to begin with, and becomes godly with Hayate. Similarly, the usefulness of Haste cannot be underestimated.

ZANTETSU

- **Type:** Command
- **AP:** 140
- **MP:** –
- **Requirements:** Shin-Zantetsu
- **Description:** If it hits, they die. Simple as that. Naturally, it won't always connect, and since it's a Command that exists outside Bushido, you can't carry it over to a new dressphere using the Samurai's Honor GG – dammit.

SOS CRITICAL

- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** Fireworks
- **Description:** At 33% HP or less, every physical attack is a guaranteed Critical. It helps to have No Fear, and maybe Hayate in effect beforehand, to keep you alive.

Active Mode
Shin-Zantetsu
Attack
Darkness
Arcana
Black Magic
LT Spherechange
Yuna HP 3065 MP 124
Rikku HP 724 MP 9
Paine HP 5018 MP 249

Seeya!: Instant Death on all foes is handy as a time-saver.

TOTAL AP TO MASTER: 750

06 GUNNER

Wait Mode
Yuna HP 2639 MP 78
Rikku HP 753 MP 164
Paine HP 4611 MP 249

+ STRENGTHS

The Gunner is an expert in disrupting the enemy's attack patterns, whittling away their HP, and creating powerful Chain attacks. It even gets Darkproof, making the damage even more difficult for the enemy to avoid. Trigger Happy is a fantastic skill that only gets better and better as you level up, and many other Gunplay commands grow significantly in power as you progress – particularly On The Level. It's literally the first dressphere Yuna uses, so there's loads of time to master it.

- WEAKNESSES

Accuracy and a decent Luck stat aside, the Gunner's attributes are undeniably below par, so careful accessory choices should be made to bolster them. Having a low strength is particularly inconvenient for this damage-dealing class.

HINT

A Gunner with HP in the yellow equipped with the Cat Nip Accessory and using Trigger Happy Lv. 3 is phenomenally dangerous.

HOW TO GET IT

You literally can't avoid getting it.

ABILITIES

ATTACK
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** One round to the face. Bang.

TRIGGER HAPPY
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** You'll get 1.8 seconds in which to hit R1 as often as you possilby can. Each press is one hit, and of course they will chain together.

POTSHOT
- **Type:** Gunplay
- **AP:** 20
- **MP:** 8
- **Requirements:** –
- **Description:** Simply a single shot to a single target that does 25% more physical damage than usual.

CHEAP SHOT
- **Type:** Gunplay
- **AP:** 30
- **MP:** 8
- **Requirements:** Pot Shot
- **Description:** A fairly normal shot, except that it ignores the target's defence stat.

ENCHANTED AMMO
- **Type:** Gunplay
- **AP:** 30
- **MP:** 8
- **Requirements:** –
- **Description:** The same shot power as Potshot, but magical damage instead of physical, circumventing high defence stats and Protect.

TARGET MP
- **Type:** Gunplay
- **AP:** 30
- **MP:** 8
- **Requirements:** Enchanted Ammo
- **Description:** Reduces their MP instead of their HP. A highly recommended tactic for many boss battles and tough fiends, leaving them almost helpless.

QUARTER POUNDER
- **Type:** Gunplay
- **AP:** 30
- **MP:** 8
- **Requirements:** Target MP
- **Description:** Knocks off 25% of their current HP. Best done early in a battle with high HP enemies like Adamantoise/Adamantortoise.

280
Tableturner
Yuna HP 1961 MP 45
Rikku
Paine

Table for one: Best used on Sallets and Adamantoise type enemies.

ON THE LEVEL
- **Type:** Gunplay
- **AP:** 40
- **MP:** 12
- **Requirements:** Quarter Pounder
- **Description:** Deals damage equal to 16 x the Gunner's level. A theoretical damage range of 16–1,584.

BURST SHOT
- **Type:** Gunplay
- **AP:** 60
- **MP:** 12
- **Requirements:** –
- **Description:** A guaranteed critical hit.

TABLE-TURNER
- **Type:** Gunplay
- **AP:** 60
- **MP:** 8
- **Requirements:** Potshot
- **Description:** Intriguingly, the higher the defence stat of the target, the more damage it will do.

SCATTERSHOT
- **Type:** Gunplay
- **AP:** 80
- **MP:** 8
- **Requirements:** Burst Shot
- **Description:** Same strength shot as Potshot/Enchanted Ammo, but it hits all enemies.

SCATTERBURST
- **Type:** Gunplay
- **AP:** 120
- **MP:** 36
- **Requirements:** Scattershot
- **Description:** Imagine a normal shot. OK, now it hits all enemies. Now all hits are guaranteed criticals. That's Scatterburst.

DARKPROOF
- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** –
- **Description:** Renders the Gunner immune to Darkness status effect.

SLEEPPROOF
- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** Darkproof
- **Description:** Renders the Gunner immune to Sleep status effect.

TRIGGER HAPPY LV. 2
- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Extends the Trigger Happy time to 2.2 seconds.

TRIGGER HAPPY LV. 3
- **Type:** Auto-Ability
- **AP:** 150
- **MP:** –
- **Requirements:** Trigger Happy Lv. 2
- **Description:** Extends the Trigger Happy time to 2.6 seconds.

TOTAL AP TO MASTER:
800

Scatter brain: It's instant, always critical, and hits everyone. Sweet.

Active Mode
Scatterburst
1062
1060
1082
MAIN COMMANDS
Attack
Gamble
Bushido
Tantalize
L1 Spherechange
Yuna HP 1890 MP
Rikku HP 727 MP
Paine HP 3909 MP

mobee RINGTONES

chart hits

	MONO	POLY
britney spears - toxic	3072928	3073021
dj casper - cha cha slide	3072929	3073022
peter andre - mysterious girl	3072930	3073023
george michael - amazing	3072931	3073024
kylie minogue - red blooded woman	3072932	3073025
jamelia - thank you	3072933	3073026
beenie man - dude	3072934	3073027
blink 182 - i miss you	3072935	3073028
outkast - hey ya	3072936	3073029
westlife - obvious	3072937	3073030
lmc vs u2 - take me to the clouds above	3072938	3073031
vs - love you like mad	3072939	3073032
fya ft smujji - must be love	3072940	3073033
keane - somewhere only we know	3072941	3073034
kelis - milkshake	3072942	3073035
lemar - another day	3072943	3073036
no doubt - its my life	3072944	3073037
busted - whos david	3072945	3073038
boogie pimps - somebody to love	3072946	3073039
50 cent - if i cant	3072947	3073040

hip hop

	MONO	POLY
50 cent - in da club	3072948	3073041
chingy - right thurr	3072949	3073042
nerd - lapdance	3072950	3073043
nelly - hot in herre	3072951	3073044
ja rule - reign	3072952	3073045
g unit - get on your knees	3072953	3073046
jay z - change clothes and go	3072954	3073047
sean paul - gimmie the light	3072955	3073048
dizzee rascal - jus a rascal	3072956	3073049

rock / indie

	MONO	POLY
lost prophets - last train home	3072957	3073050
funeral for a friend - escape artists never..	3072958	3073051
the darkness - friday night	3072959	3073052
blur - song 2	3072960	3073053
feeder - forget about tomorrow	3072961	3073054
guns and roses - november rain	3072962	3073055
ryan adams - so alive	3072963	3073056
radiohead - street spirit (fade out)	3072964	3073057
oasis - wonderwall	3072965	3073058
franz ferdinand - take me out	3072966	3073059
him - the funeral of hearts	3072967	3073060
rem - animal	3072968	3073061
the thrills - one horse town	3072969	3073062
oasis - dont go away	3072970	3073063
sex pistols - god save the queen	3072971	3073064

best sellers

	MONO	POLY
depeche mode - i just cant get enough	3072972	3073065
the beatles - let it be	3072973	3073066
barry white - your the first the last my ...	3072974	3073067
madonna - like a virgin	3072975	3073068
tom jones - it's not unusual	3072976	3073069
europe - final countdown	3072977	3073070
kraftwerk - the model	3072978	3073071
bruce springsteen - dancing in the dark	3072979	3073072
theme - street hawk	3072980	3073073
ocean colour scene - day we caught the ...	3072981	3073074
michael jackson - rock with you	3072982	3073075
michael jackson - billie jean	3072983	3073076
patrick swayze - shes like the wind	3072984	3073077
the beach boys - surfin usa	3072985	3073078
rod stewart - do ya think im sexy	3072986	3073079
duran duran - rio	3072987	3073080
madness - driving in my car	3072988	3073081

dance

	MONO	POLY
motorcycle - after the rush comes	3072989	3073082
jaydee - plastic dreams	3072990	3073083
sean paul - get busy	3072991	3073084
deepest blue - deepest blue	3072992	3073085
unkle - in a state	3072993	3073086
faithless - insomnia	3072994	3073087
goldfrapp - strict machine	3072995	3073088
orbital - halcyon	3072996	3073089
dario g - sunchyme	3072997	3073090
artful dodger - moving to fast	3072998	3073091
bee gees - staying alive	3072999	3073092
richard x ft javine - you used to	3073000	3073093
christina aguilera - infatuation	3073001	3073094
justin timberlake - rock your body	3073002	3073095
xtm & dj chucky - fly on the wings of love	3073003	3073096
atb - don't stop	3073004	3073097
tomcraft - loneliness	3073005	3073098
room 5 feat. oliver cheatham - make luv	3073006	3073099
ppk - ressurection	3073007	3073100
robert miles - children	3073008	3073101

OLd SKOOL

	MONO	POLY
technotronic - pump up the jam	3073009	3073102
chad jackson - hear the drummer get...	3073040	3073103
baby d - let me be your fantasy	3073011	3073104
corona - rhythm of the night	3073012	3073105
bizarre inc - im gonna get you	3073013	3073106
the originals - i love you baby	3073014	3073107
deelite - groove is in the heart	3073015	3073108
robin s - show me love	3073016	3073109
nightcrawler - push the feeling on	3073017	3073110
black box - ride on time	3073018	3073111
haddaway - what is love	3073019	3073112
liquid - sweet harmony	3073020	3073113

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BURGLARY
porn star
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britney
CAUTION DRUNK
pharrell
PlayStation.2
PROPER BUZZIN
DODGE VIPER
YOU MUPPET!
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Colour Graphics Alcatel 535, 735, Motorola A830, A920, C350, e365, T720e, Nokia 3300, 3510i, 3520, 3530, 3650, 5100, 6100, 6220, 6600, 6610, 6610i, 6800, 7210, 7250, 7650, N-Gage, Panasonic GD87, Sagem MYG5, MYX-6, Samsung E700, s300, V200, Sharp GX10, GX20, Siemens S55, S57, SL55, Sony Ericsson P800, T300, T300i, T610, T68, T68i, T69.

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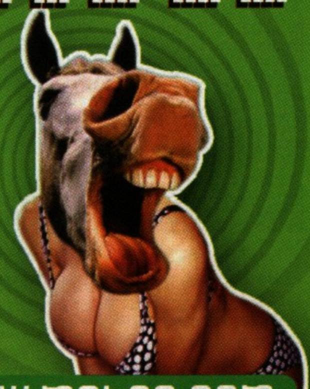

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THE LORD OF THE RINGS
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Porn Star
BUSTED
EA SPORTS
THE SIMPSONS
Blink 182
Crazy inside
PS2
PARENTAL ADVISORY EXPLICIT LYRICS
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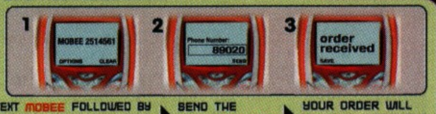
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07 GUN MAGE

+ STRENGTHS
What was known in previous *FF* games as Blue Magic now becomes Blue Bullet. Gun Mages have two main gimmicks; the ability to seriously increase their base damage against many of the common enemy types, and the ability to steal rare and powerful skills from certain specific monsters. Some of these skills have valuable effects that aren't duplicated in any other spell or ability like Mighty Guard and Bad Breath. With a full set of Blue Bullet skills, the Gun Mage is fearsome indeed.

- WEAKNESSES
Only 350 AP to master? Brilliant! But wait. It will take a lot of time, hard work and optional missions/bosses to get every last Blue Bullet ability. While the various Fiend Hunting attack boosts are cheap to learn, many tough enemies don't fit any of the ten categories. Low HP and evasion make the Gun Mage a vulnerable target, and their defence isn't too hot either.

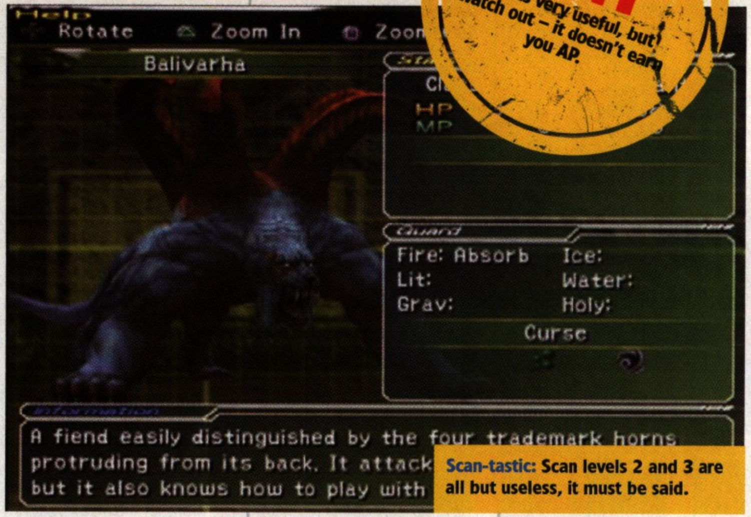
HOW TO GET IT

Complete the "Guard The Hypello" mission, Chapter One, or sell at least 6 tickets in "Sell Those Tickets", Chapter Two.

Help
Dance to sustain various effects.
Wait Mode
Yuna HP 2015 MP 152
Rikku HP 823 MP 156
aine HP 0 MP 116

HINT
Scan is very useful, but watch out – it doesn't earn you AP.

ABILITIES


Help
Rotate
Zoom In
Zoom
Balivarha
HP
MP
Guard
Fire: Absorb
Ice:
Lit:
Water:
Grav:
Holy:
Curse
Information
A fiend easily distinguished by the four trademark horns protruding from its back. It attack
but it also knows how to play with

Scan-tastic: Scan levels 2 and 3 are all but useless, it must be said.

ATTACK

- **Type:** Command
- **AP**: –
- **MP:** –
- **Requirements:** –
- **Description:** Shoots one target with that wacky gun.

BLUE BULLET

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** See the bocout for more detail on the Blue Bullet list.

SCAN

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Gives a basic analysis of one opponent. Type, HP/MP, elemental properties, status immunities, and special attacks. The game is paused while a Scan is in effect.

SHELL CRACKER

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** –
- **Description:** A physical attack which deals 400% damage to Helm type enemies.

ANTI-AIRCRAFT

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** –
- **Description:** A physical attack which deals 400% damage to Flurry or Wasp.

SILVER BULLET

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** –
- **Description:** A physical attack which deals 400% damage to Lupine type enemies.

FLAN EATER

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** –
- **Description:** A physical attack which deals 400% damage to Flan type enemies.

ELEMENTILLERY

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** Flan Eater
- **Description:** A physical attack which deals 400% damage to Elemental type enemies.

KILLASAURAUS

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** –
- **Description:** A physical attack which deals 400% damage to Reptile type enemies.

DRAKE SLAYER

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** Killasaurus

Description: A physical attack which deals 400% damage to Drake type enemies.

DISMANTLER

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** –
- **Description:** A physical attack which deals 400% damage to Machina type enemies.

MECH DESTROYER

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3
- **Requirements:** Dismantler
- **Description:** A physical attack which deals 400% damage to Mech type enemies.

DEMON MUZZLE

- **Type:** Fiend Hunter
- **AP:** 20
- **MP:** 3

Requirements: Anti-Aircraft
Description: A physical attack which deals 400% damage to Imp or Evil Eye type enemies.

FIEND HUNTER LV. 2

- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** –
- **Description:** Time taken to deliver Fiend Hunter attacks is reduced by 40%.

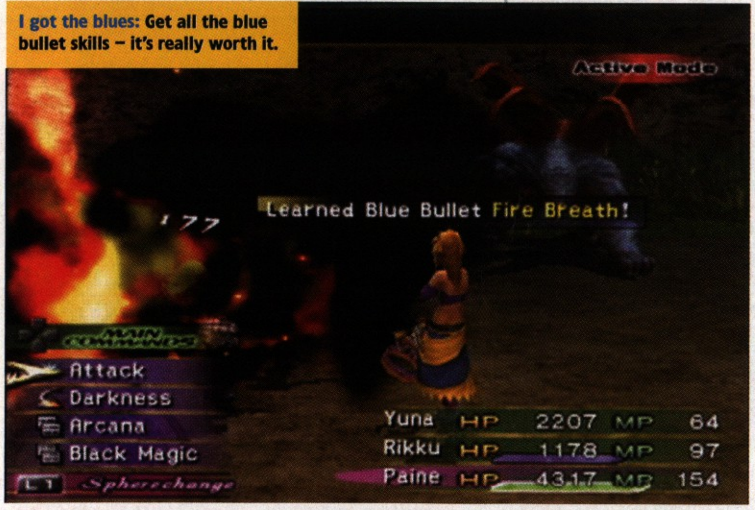
SCAN LV. 2

- **Type:** Command
- **AP:** 20
- **MP:** –
- **Requirements:** –
- **Description:** As before, but now you can zoom in on, and rotate the image of, whatever creature you're scanning.

SCAN LV. 3

- **Type:** Command
- **AP:** 100
- **MP:** –
- **Requirements:** Scan Lv. 2
- **Description:** Now you can Scan one of the girls.

TOTAL AP TO MASTER:
350


I got the blues: Get all the blue bullet skills – it's really worth it.

Learned Blue Bullet Fire Breath!
Active Mode
177
Main Commands
Attack
Darkness
Arcana
Black Magic
Yuna HP 2207 MP 64
Rikku HP 1178 MP 97
Paine HP 4317 MP 154
L1 Spherechange

Help
Attack one enemy.
Active Mode
Demon Muzzle
Attack
Swordplay
Item
Yuna HP 3712 MP 94
Rikku HP 1217 MP 155
Paine HP 4879 MP 249
L1 Spherechange

BLUE BULLET

FIRE BREATH

MP: 28

Description: Swings a plume of flame across the battefield, dealing (surprise) Fire damage to all enemies.

Learn from: Balivarha (Moonflow Chapters 3, 4 & 5)

SEED CANNON

MP: 28

Description: Spits out a salvo of hard seeds, damaging one enemy to the tune of 37.5% of their maximum HP.

Learn from: Leucophylla (Calm Lands Chapters 3 & 5), Cephalotus (Besaid Island Chapters 3 & 5).

STONE BREATH

MP: 32

Description: Blasts a beam of Petrification across all enemies. Can instantly win battles against weaker opponents.

Learn from: Tomb (Djose Temple Chapters 3 & 5), Monolith (Road to the Farplane Chapter 5), Dolmen (Besaid Island Chapter 5), Epitaph (Fiend Colony Chapter 5).

ABSORB

MP: 3

Description: Steals HP and MP from the target, giving it to the Gun Mage. Very useful, and very cheap.

Learn from: Protochimera (Kilika Woods Chapters 1, 2, 3 & 5), Haizhe (Macalania Woods Chapters 1, 2 and 5), Baralai (Chapters 2 & 5), Flan Azabache (Via Infinito levels 65-69, Chapter 5), Jahi, Sindy, Vegnagun (Bulwark) (Road to the Farplane Chapter 5).

WHITE WIND

MP: 16

Description: Restores 37.5% of their maximum HP to all three girls, and also removes Sleep, Silence, Darkness, Poison, Confusion and Berserk status effects. Great against Marlboro, if you don't have a Ribbon.

Learn from: Bully Cap (Mushroom Rock Road Chapters 1, 2 & 5), Coeurl (Besaid Island Chapters 1, 2 & 5), Ms. Goon (Zanarkand Dome Chapter 1), Mycotoxin (Mi'ihen Highroad Chapters 3 & 5), Queen Coeurl (Besaid Island Chapters 2, 3 & 5).

BAD BREATH

MP: 64

Description: Spews a hideous green plume of vileness over all enemies, inflicting Sleep, Silence, Darkness, Poison, Confusion, Beserk and Slow.

Learn from: Marlboro (Besaid Island Chapters 3, 4 & 5), Great Marlbolo (Heart of the Farplane Chapter 5).

MIGHTY GUARD

MP: 32

Description: Conveniently casts both Protect and Shell on all three girls.

Learn from: Haizhe (Macalania Woods Chapters 1, 2 & 5), Garik Ronso (Mt. Gagazet Chapter 3).

SUPERNOVA

MP: 70

Description: Subjects all enemies to the apocalyptic fury of an exploding star. So, damage, then.

Learn from: Ultima Weapon (Ruin Depths Chapter 5), Paragon (Via Infinito level 100, Chapter 5).

CRY IN THE NIGHT

MP: 80

Description: Deals colossal non-elemental damage to everything that has the misfortune of facing up to you

Learn from: Mega Tonberry (Via Infinito levels 41+, Chapter 5).

Special Conditions: This is a very difficult one to get, because Mega Tonberry HAS to be Oversouled and at low HP before he'll use it. Since you won't learn it if you die, you'll also need to get your Magic Defence stat as high as you can, with Shell in effect too.

DRILL SHOT

MP: 32

Description: Drills a powerful shot into one hapless opponent. Hence the name.

Learn from: Baralai (Bevelle Chapter 2, Den of Woe Chapter 5).

MORTAR

MP: 99

Description: Blasts a huge mortar shell into all enemies.

Learn from: Gippal (Den of Woe, Chapter 5)

Special conditions: You get one fight, and one fight only, to learn this from Gippal. He should start using it once you've knocked about a quarter of his health off.

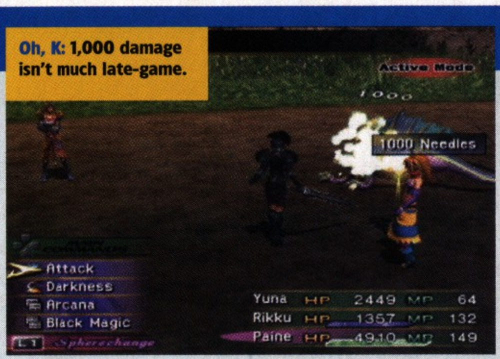
ANNIHILATOR

MP: 48

Description: Hammers all enemies for non-elemental damage.

Learn from: Experiment (Djose Temple Chapter 5)

Special conditions: Experiment has to be at Attack, Defense and Special level 5 for him to use this skill. Another one-time only deal, so make sure you get it for at least one girl.



Oh, K: 1,000 damage isn't much late-game.

time, but no items are expended.
Active Mode
Drill Shot
Attack
Mix
Stash
Item
LT Spherechange
Yuna HP 2554 MP 64
Rikku HP 1357 MP 97
Paine HP 4317 MP 154

You know the drill: Learn it from the boss.

HEAVEN'S CATARACT

MP: 22

Description: Hits all enemies for non-elemental damage, and reduces their Defence and Magic Defence by two levels. Looks pretty, too.

Learn from: Kukulcan (Bevelle Chapters 2 & 5), Gucumatz (Thunder Plains Chapters 3 & 5), Chac (Via Infinito levels 80-99, Chapter 5).

1000 NEEDLES

MP: 24

Description: A thousand needles fly at one enemy, dealing 1,000 points of damage that ignores special traits. Only useful at early levels.

Learn from: Cactuar (Cactuar Hollow Chapter 5)

STORM CANNON

MP: 38

Description: This deals non-elemental damage to all enemies, to the tune of 30 x your current level. So, a theoretical damage potential of 30-2,970

Learn from: Ironside (Kilika Chapter 3, Zanarkand Chapter 4, Thunder Plains Chapter 5).

BLASTER

MP: 30

Description: Nice when it works, but that isn't very often. Deals damage equal to 93.75% of their current HP (so it can't kill them), and has a slim chance of inflicting KO (so, actually, it can. But almost never does).

Learn from: Coeurl (Besaid Chapters 1, 2 & 5), Queen Coeurl (Besaid Chapters 2, 3 & 5).

Yuna HP 862 MP 126
Rikku HP 646 MP 100
Paine HP 4622 MP 249

You're fired: Some poor fiend gets fried.

08 SONGSTRESS

+ STRENGTHS

A tremendously effective support job, the Songstress' abilities generally affect all enemies/all girls, and make fights against groups of similar foes a breeze. All the dances are free to use, last a decent amount of time, and the songs are great for the times when the enemy group is too mixed, or you just want a more general attribute boost. Her agility and evasion are very high, and her magic pool sturdy enough to support repeated castings. And when Paine uses it, she looks like Elvis.

- WEAKNESSES

Starting with her attributes; HP and Defence are rock bottom, so forget about surviving more than a few big hits. Magically, she's pretty average, and of course Strength and Accuracy are the pits – because she has no Attack command. Her dances are very useful, it's true, but the two most powerful ones are only unlocked by getting the Book of Magical Dances I and II in Chapter 5 (see boxout). This makes her one of only two dresspheres which requires additional effort to master.

Help
Attack one enemy.
Wait Mode
MAIN COMMANDS
Attack
Gamble
Bush
T
L1
Yuna HP 2077 MP 152
Rikku HP 1248 MP 164
Paine HP 3331 MP 116

HOW TO GET IT

Try avoiding it. Just try.

HINT
The two most powerful dances are only accessible once you find two special items, the Books of Magical Dances I & II in Chapter 5.

ABILITIES

DARKNESS DANCE

- **Type:** Dance
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Inflicts Darkness on all enemies until the dance stops.

SAMBA OF SILENCE

- **Type:** Dance
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Inflicts Silence on enemies until the dance stops.

MP MAMBO

- **Type:** Dance
- **AP:** 20
- **MP:** –
- **Requirements:** Book of Magical Dances I
- **Description:** During the dance, no attacks will consume any MP.

MAGICAL MASQUE

- **Type:** Dance
- **AP:** 20
- **MP:** –
- **Requirements:** Book of Magical Dances II.
- **Description:** During the dance, all three girls are protected from magical attacks.

SLEEPY SHUFFLE

- **Type:** Dance
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Inflicts Sleep on all enemies until the dance stops.

CARNIVAL CANCAN

- **Type:** Dance
- **AP:** 80
- **MP:** –
- **Requirements:** Sleepy Shuffle
- **Description:** For the duration of the dance, the max HP of all three girls is doubled. Carnivan Cancan also heals them for 25% of the new max.

SLOW DANCE

- **Type:** Dance
- **AP:** 60
- **MP:** –
- **Requirements:** –
- **Description:** Inflicts Slow on all enemies until the dance stops.

Help
Attack one enemy.
MAIN COMMANDS
Attack
Darkness
Arcana
Black Magic
L1 Spherechange
Yuna HP 2184 MP 152
Rikku
Paine

Woah there: Slow the enemy down and pick them off one by one.

BRAKEDANCE

- **Type:** Dance
- **AP:** 120
- **MP:** –
- **Requirements:** Slow Dance
- **Description:** Inflicts Stop on all enemies until the dance stops.

JITTER BUG

- **Type:** Dance
- **AP:** 120
- **MP:** –
- **Requirements:** Slow Dance
- **Description:** Casts Haste on all three girls until the dance stops.

DIRTY DANCING

- **Type:** Dance
- **AP:** 160
- **MP:** –
- **Requirements:** Carnival Cancan
- **Description:** For the duration of the dance, every physical attacks is a guaranteed Critical Hit.

BATTLE CRY

- **Type:** Sing
- **AP:** 10
- **MP:** 4
- **Requirements:** –
- **Description:** All three girls get Strength Up.

CANTUS FIRMUS

- **Type:** Sing
- **AP:** 10
- **MP:** 4
- **Requirements:** Battle Cry
- **Description:** All three girls get Defence Up.

ESOTERIC MELODY

- **Type:** Sing
- **AP:** 10
- **MP:** 4
- **Requirements:** –
- **Description:** All three girls get Magic Up.

DISENCHANT

- **Type:** Sing
- **AP:** 10
- **MP:** 4
- **Requirements:** Esoteric Melody
- **Description:** All three girls get Magic Defence Up

PERFECT PITCH

- **Type:** Sing
- **AP:** 10
- **MP:** 4
- **Requirements:** –
- **Description:** All three girls get Accuracy Up

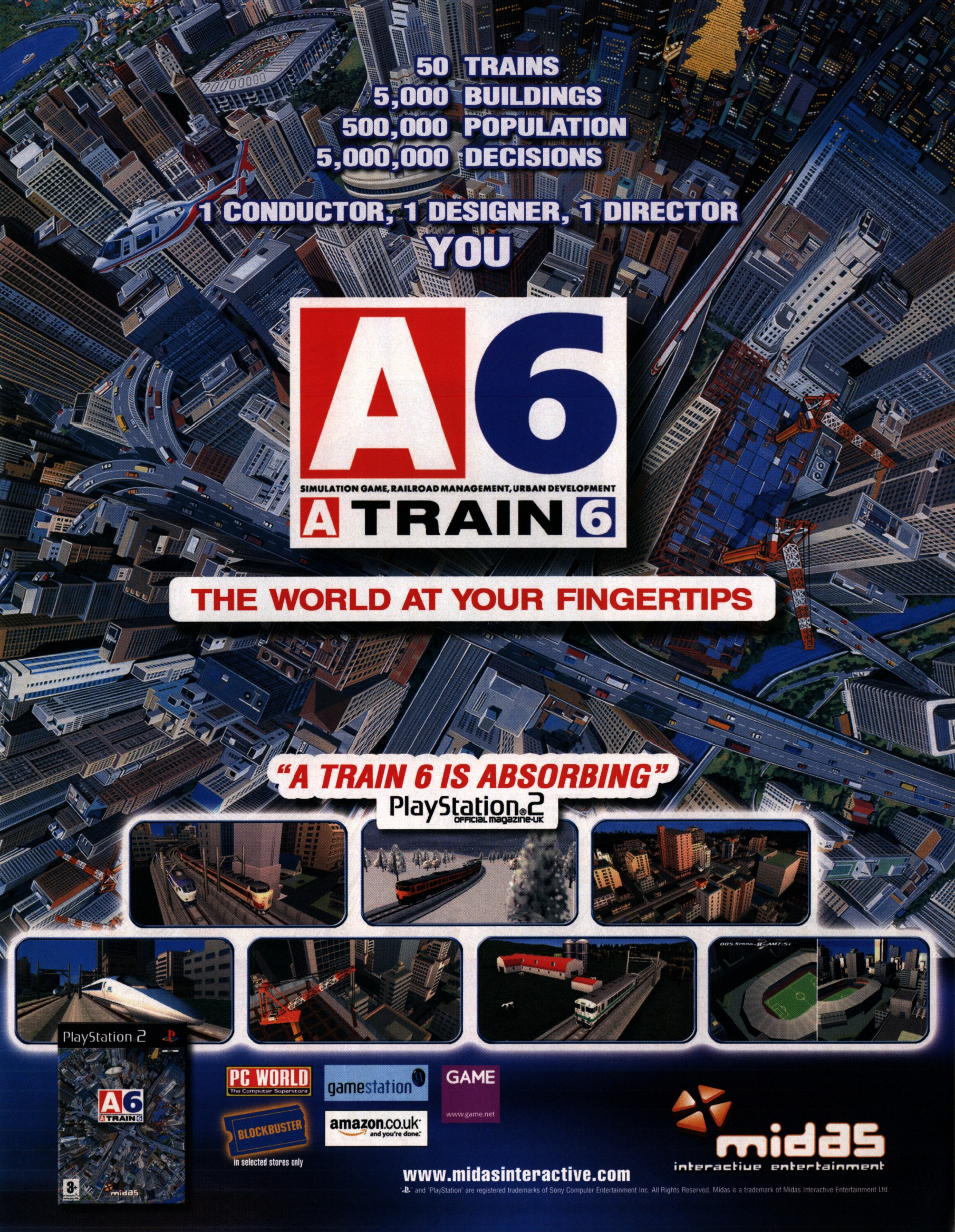
MATADOR'S SONG

- **Type:** Sing
- **AP:** 10
- **MP:** 4
- **Requirements:** Perfect Pitch
- **Description:** All three girls get Evasion Up

Less speed, more Haste: We love Haste effects, we do. Powerful.

Active Mode
Jitterbug
58
MAIN COMMANDS
Attack
Darkness
Arcana
Black Magic
L1 Spherechange
Yuna HP 2064 MP 152
Rikku HP 1377 MP 118
Paine HP 4769 MP 249

TOTAL AP TO MASTER:
740



50 TRAINS
5,000 BUILDINGS
500,000 POPULATION
5,000,000 DECISIONS

1 CONDUCTOR, 1 DESIGNER, 1 DIRECTOR
YOU

A6
SIMULATION GAME, RAILROAD MANAGEMENT, URBAN DEVELOPMENT
A TRAIN 6

THE WORLD AT YOUR FINGERTIPS

"A TRAIN 6 IS ABSORBING"
PlayStation®2 official magazine-UK

PlayStation 2

PC WORLD The Computer Superstore
gamestation
GAME www.game.net
BLOCKBUSTER
in selected stores only
amazon.co.uk and you're done.

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09 LADY LUCK

Help
Attack one enemy.
Wait Mode
Yuna HP 2165 MP 187
Rikku HP 1248 MP 164
Paine HP 3479 MP 153

HINT If nothing else, you can use the Lady Luck dressphere to level your girls up super quickly, making all their other jobs more effective too.

+ STRENGTHS

The Two/Four Dice attack is pretty reliable despite its random nature, and all the Reel attacks are potentially fantastic, duplicating virtually any attack, spell, skill or item that you could want – for free. Of course, if you line up more than one row/column/diagonal, you get multiple free effects. Not forgetting the fact that Lady Luck earns herself double exp from every fight, and earns the whole party double gil and double items. And that she can Bribe monsters for rare items.

- WEAKNESSES

Every time you set a Reel spinning you take a risk. You might get three sevens in a row, but then again you're more likely to get a dreaded Dud. This will knock all three girls' HP into the yellow. It will take time and practise to learn what the symbols mean and do, and to get the result you want and need before it's too late to matter any more. It's conceivable that you could spend fight after fight getting Duds puncuated only by needless cures or attacks of the wrong element.

HOW TO GET IT

Win the sphere break tournament final against Shinra in Luca.

ABILITIES

ATTACK

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Your basic physical damage type of a deal.

BRIBE

- **Type:** Command
- **AP:** 40
- **MP:** –
- **Requirements:** –
- **Description:** Gives gil to one monster in order to convince it to leave the battle and give you items to boot. For those with deep pockets, this is the best way to get rare goodies, and stock up on stuff for the Alchemist to use.

TWO DICE

- **Type:** Gamble
- **AP:** 20
- **MP:** 4
- **Requirements:** –
- **Description:** Deals random damage to one target, dependant upon the numbers that come up on the dice and her level. Cheap, and usually very effective.

FOUR DICE

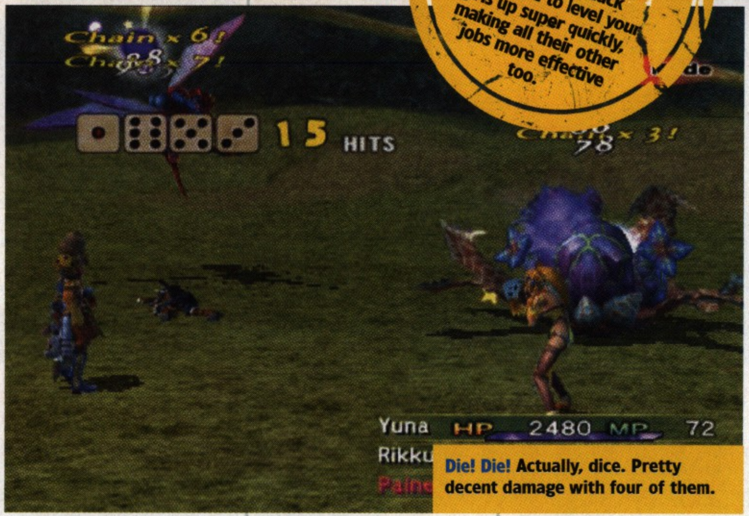
- **Type:** Gamble
- **AP:** 100
- **MP:** 8
- **Requirements:** Two Dice
- **Description:** Basically the same as Two Dice, but with... well, four dice. It's still a very cheap ability to use, and should certainly replace normal attack.

ATTACK REELS

- **Type:** Gamble
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Spins a set of reels. The results determine the type of physical damage you deal. See "The Reel Deal" for more details.

MAGIC REELS

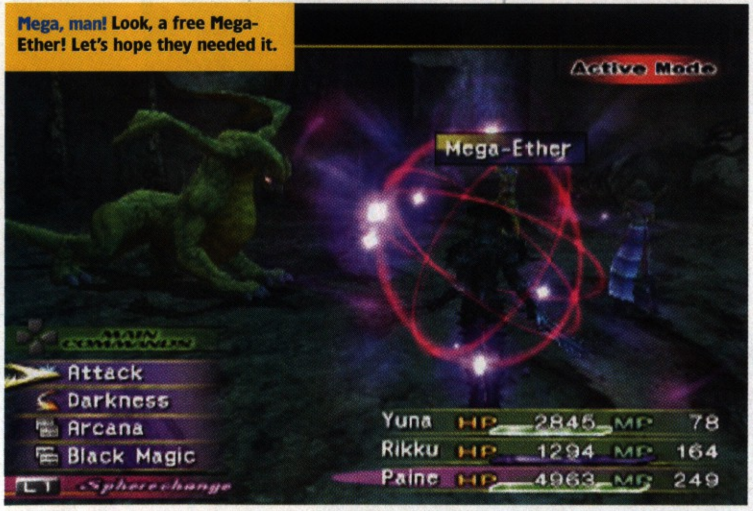
- **Type:** Gamble
- **AP:** 70
- **MP:** –
- **Requirements:** –
- **Description:** Spins a set of reels. The results determine the type of magical damage you do. See "The Reel Deal" for more details.



Die! Die! Actually, dice. Pretty decent damage with four of them.

ITEM REELS

- **Type:** Gamble
- **AP:** 80
- **MP:** –
- **Requirements:** Magic Reels
- **Description:** Spins a set of reels. Many different item effects can be duplicated. See "The Reel Deal" for more details.



Mega, man! Look, a free Mega-Ether! Let's hope they needed it.

RANDOM REELS

- **Type:** Gamble
- **AP:** 120
- **MP:** –
- **Requirements:** Item Reels
- **Description:** Spins a set of reels. Many different job skill effects can be duplicated. See "The Reel Deal" for more details.

LUCK

- **Type:** Gamble
- **AP:** 30
- **MP:** 8
- **Requirements:** –
- **Description:** Raise the Luck of one girl.

FELICITY

- **Type:** Gamble
- **AP:** 40
- **MP:** 8
- **Requirements:** Luck
- **Description:** Increases the Luck of all three girls.

TANTALISE

- **Type:** Command
- **AP:** 60
- **MP:** –
- **Requirements:** –
- **Description:** Inflicts Confusion status effect on all enemies. Obviously more useful the more enemies you face, and it's still possible for them to randomly target you. Also, when fighting Elementals, they could accidentally heal one another with their magic.

CRITICAL

- **Type:** Auto-Ability
- **AP:** 160
- **MP:** –
- **Requirements:** –
- **Description:** Every physical attack is a Critical Hit, guaranteed. For the weak-kneed player, this gives a safe and damaging alternative to the risky Reels. Particularly potent if you boost the Strength stat.

DOUBLE EXP

- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Doubles the exp she gets from every battle. Learn this sooner rather than later (it's not very expensive, considering), and it will reap rewards in the long run. You can rack up loads of levels with this dressphere then switch to the job you really want to play.

SOS SPELLSPRING

- **Type:** Auto-Ability
- **AP:** 30
- **MP:** –
- **Requirements:** –
- **Description:** If you're at 33% HP or less, all MP costs are reduced to 0. Obviously a risky strategem, best used with Break HP Limit and loads of hit points.

GILLIONAIRE

- **Type:** Auto-Ability
- **AP:** 100
- **MP:** –
- **Requirements:** Double Exp
- **Description:** Doubles the amount of gil earned after a battle. Obviously has great synergy with Bribe.

DOUBLE ITEMS

- **Type:** Auto-Ability
- **AP:** 100
- **MP:** –
- **Requirements:** Gillionaire
- **Description:** Doubles number of Items earned after a battle. With her high Luck stat, this means that the chances of getting something rare, twice, is all the higher.

TOTAL AP TO MASTER: 1030

THE REEL DEAL

First things first. When using Lady Luck, it's wisest to set the ATB meter to 'wait', so you don't get your arse kicked while waiting for the right symbol to come around. You don't always have to get three in a row to trigger an effect, often two or even one will do. It's also possible to trigger multiple effects. As long as you get one cherry, you'll always get a result (and thus never a Dud), even if it's not a particularly strong one. Attack Reels are safest, because if you want to damage them, you will. With the others, though, it's always possible to heal yourself when you don't need it, or damage them when you badly need more HP. It's not called gambling for nothing.

ATTACK REELS

7	7	7	Snin-Zantetsu (Samurai) – Inflicts Death status effect on all enemies.
BAR	BAR	BAR	Excalibur (Warrior) – Deals Holy damage to one enemy.
🍒	🍒	🍒	Cripple (Berserker) – Halves the HP of one enemy.
🗡	🗡	🗡	Delay Buster (Thief/Warrior) – A physical attack which also delays the target's next action.
💍	💍	💍	Fireworks (Samurai) – Deals damage to all opponents – their Defence stat is ignored.
✊	✊	✊	Intimidate (Berserker) – A physical attack which inflicts Slow.
🍒	🍒		Clean Slate (Samurai) – Restores one girl's HP by 25% of maximum, and cures Silence, Darkness, Poison, Curse etc
🗡	🗡		Power Break (Warrior) – A physical attack against one enemy which also inflicts Strength Down status effect.
💍	💍		Magicide (Samurai) – An attack which reduces the target's MP instead of HP.
✊	✊		Eject (Berserker) – Removes one enemy from battle entirely.
🍒			Armour Break (Warrior) – A physical attack against one enemy which also inflicts Defence Down status effect.
			Dud – Hits all three girls for 75% of their current HP.

MAGIC REELS

7	7	7	Ultima (Megiddo GG) – Deals massive non-elemental damage to all enemies.
BAR	BAR	BAR	Black Sky (Dark Knight) – Unleashes ten physical attacks on random targets.
🍒	🍒	🍒	Flare (Conflagration GG) – Smacks one opponent up for non-elemental magical damage.
💀	💀	💀	Demi (Dark Knight) – Gravity magic that reduces the HP of every enemy by 25%.
🔥	🔥	🔥	Firaga (Black Mage) – Deals major Fire damage to all enemies.
⚕	⚕	⚕	Auto-Life – Gives one girl Auto-Life. If they die they come back straight away. Whee!
🍒	🍒		Bio (Dark Knight) – Inflicts Poison on all foes.
💀	💀		Break (Dark Knight) – Petrifies one target.
🔥	🔥		Thundara (Black Mage) – Moderate lightning damage on all targets.
⚕	⚕		Esuna (White Mage) – Removes all negative status effects (including Beserk).
🍒			Cura (White Mage) – Restores moderate HP to all three girls.
			Dud – Hits all three girls for 75% of their current HP.

ITEM REELS

7	7	7	Megalixir+ – Restores a girl from KO, and replenishes all three girls' HP and MP to 100%.
BAR	BAR	BAR	Mighty Guard+ – Gives all three girls Protect, Shell, Regen, Defence Up and Magic Defence Up.
🍒	🍒	🍒	Supreme Gem – Deals between 2343 and 2646 damage to all enemies, and looks impressive.
⚗	⚗	⚗	Megalixir – Replenishes each girl's HP and MP to 100% (up to a maximum value of 9999).
🔵	🔵	🔵	Blessed Gem – Deals between 281-317 Holy damage to one enemy.
🟡	🟡	🟡	Mighty Guard – Gives all three girls Protect and Shell.
🍒	🍒		Mega-Ether – Restores the MP of all three girls by 50% of the maximum.
⚗	⚗		Ether – Restores the MP of one girl by 100.
🔵	🔵		L-Bomb – Deals 421-476 damage to all enemies.
🟡	🟡		Lunar Curtain+ – Gives all three girls Shell.
🍒			Light Curtain+ – Gives all three girls Protect.
			Dud – Hits all three girls for 75% of their current HP.

RANDOM REELS

7	7	7	CONGRATS! – All enemies are instantly defeated, and you get much more gil than normal from the battle.
BAR	BAR	BAR	Mega-Potion – Restores 2000 HP to all three girls.
🍒	🍒	🍒	Blizzaga (Black Mage) – Major Ice damage to all enemies.
✴	✴	✴	Cry In The Night (Mega Tonberry) – Loads of magic damage to all enemies, as per the Blue Bullet skill.
🟫	🟫	🟫	Dark Matter – Deals between 9475 and 9999 damage to all enemies.
✖	✖	✖	Quartet Knife – A physical attack which also inflicts Strength Down, Defence Down, Magic Down and Magic Defence.
🍒	🍒		Cure (White Mage) – Restores minor HP to one girl.
✴	✴		Mental Break (Warrior) – A physical attack which also inflicts Magic Defence Down.
🟫	🟫		Primo Grenade – Deals between 281 and 317 damage to all enemies.
✖	✖		Hi-Potion – Restores 1,000 HP to one girl.
🍒			Potion – Restores 200 HP to one girl.
			Dud – Hits all three girls for 75% of their current HP.

10 MASCOT

+ STRENGTHS

Simply put, it's the most powerful and difficult to obtain dressphere of them all. Each girl will have a different mascot costume, and a different set of skills, all of which are pretty damn impressive. Yuna is basically the healer, Rikku has elemental attacks and lowers their stats, while Paine inflicts status effects. Simple, but devastatingly effective.

- WEAKNESSES

Well, it's really hard to get in one playthrough without using a guide (like, for example, ours). Other than that, it's hard to find fault with them. Not only are the abilities super-powerful, but their attributes are ridiculously high. You could term the high total AP cost as a weakness, which is largely down to that nasty 999 Ribbon cost, but honestly you'll be wanting to spend as much time playing in these dresspheres anyway, so it's no big deal.

HOW TO GET IT

Get "Episode Complete" for all areas in Chapter Five, then talk to Brother in the Celsius. This is easier said than done, since your actions in earlier chapters will affect whether they become Hot Spots or not.

HINT

Have Yuna master Warrior & Dark Knight, Rikku master Berserker & White Mage and Paine master Samurai & Black Mage before you get the Mascot dressphere and you'll be 3 X as effective.

YUNA ABILITIES

ATTACK

- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** You won't be doing this too often, with all those other tasty options open to you.

MOOGLE JOLT

- **Type:** Kupo!
- **AP:** 40
- **MP:** –
- **Requirements:** –
- **Description:** Restores a little MP to one girl. One of many of the Mascot's extremely useful skills.

MOOGLE CURE

- **Type:** Kupo!
- **AP:** –
- **MP:** 10
- **Requirements:** –

- **Description:** Restores a little HP to one girl, and removes negative status effects.

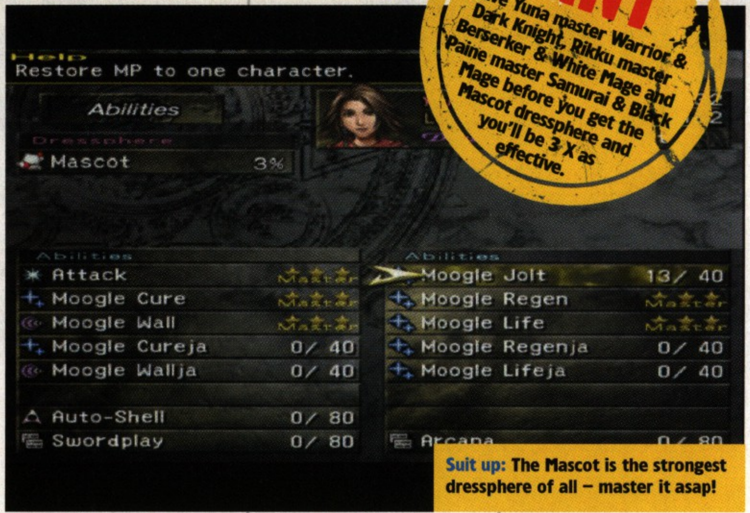
MOOGLE REGEN

- **Type:** Kupo!
- **AP:** –
- **MP:** 18
- **Requirements:** –
- **Description:** No, just Regen on one of the girls, but Haste too!

MOOGLE WALL

- **Type:** Kupo!
- **AP:** -
- **MP:** 18
- **Requirements:** -
- **Description:** Casts Protect and Shell on one girl (assuming they aren't wearing Mascot too, and have it automatically).

MOOGLE LIFE



Help
Restore MP to one character.

Abilities

Dressphere
Mascot 3%

Abilities
Attack Master
Moogle Cure Master
Moogle Wall Master
Moogle Cureja 0/ 40
Moogle Wallja 0/ 40
Auto-Shell 0/ 80
Swordplay 0/ 80

Abilities
Moogle Jolt 13/ 40
Moogle Regen Master
Moogle Life Master
Moogle Regenja 0/ 40
Moogle Lifeja 0/ 40
Arcana 0/ 80

Suit up: The Mascot is the strongest dressphere of all – master it asap!

- **Type:** Kupo!
- **AP:** –
- **MP:** 40
- **Requirements:** –
- **Description:** Restores one of the party from KO with full HP and MP.

MOOGLE CUREJA

- **Type:** Kupo!
- **AP:** 40
- **MP:** 15
- **Requirements:** –
- **Description:** Restores a decent amount of HP to all three girls and cures negative status effects.

MOOGLE REGENJA

- **Type:** Kupo!
- **AP:** 40
- **MP:** 24
- **Requirements:** –
- **Description:** A longer-lasting version of Moogle Regen (still casts both Regen and Haste).

MOOGLE WALLJA

- **Type:** Kupo!
- **AP:** 40
- **MP:** 24
- **Requirements:** –
- **Description:** A longer-lasting version of Moogle Wall.

MOOGLE LIFEJA

- **Type:** Kupo!
- **AP:** 40
- **MP:** 60
- **Requirements:** –
- **Description:** Revives all party members from KO (well, at most, two of them) with full HP and MP.

MOOGLE BEAM

- **Type:** Kupo!
- **AP:** 80
- **MP:** 99
- **Requirements:** SOS Protect (Warrior dressphere)
- **Description:** A blindingly

powerful beam dealing physical damage.

RIBBON

- **Type:** Auto-Ability
- **AP:** 999
- **MP:** –
- **Requirements:** SOS Protect (Warrior dressphere)
- **Description:** Yuna is immune to all negative effects.

AUTO-SHELL

- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Shell is constantly in effect. For free.

AUTO-PROTECT

- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** Auto-Shell
- **Description:** Protect is constantly in effect. Also free.

SWORDPLAY

- **Type:** Command
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Yuna can use any Swordplay abilities she learned as a Warrior.

ARCANA

- **Type:** Command
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Yuna can use any Arcana abilities she learned as a Dark Knight.

TOTAL AP TO MASTER: 1599

Active Mode
MISS
Attack
Cutlery
Item
Yuna HP 236 MP 136
Rikku HP 201 MP 39
Paine HP 325 MP 98
Spherechange

Oh, Yuna: Her physical attacks are not too hot. So don't use 'em.

Moogle Regen
Active Mode
Yuna HP 237 MP 118
Rikku HP 323 MP 93
Paine HP 249 MP 78

RIKKU ABILITIES

ATTACK
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Your basic physical damage. Ignore it and do something more interesting instead.

CAIT FIRE
- **Type:** Wildcat
- **AP:** –
- **MP:** 12
- **Requirements:** –
- **Description:** Deals Fire damage to all enemies, and has a chance of inflicting Poison and/or Petrification.

CAIT THUNDER
- **Type:** Wildcat
- **AP:** –
- **MP:** 12
- **Requirements:** –
- **Description:** Deals Lightning damage to all enemies, and has a chance of inflicting Poison and/or Petrification.

CAIT BLIZZARD
- **Type:** Wildcat
- **AP:** –
- **MP:** 12
- **Requirements:** –
- **Description:** Deals Ice damage to all enemies, and has a chance of inflicting Poison and/or Petrification.

CAIT WATER
- **Type:** Wildcat
- **AP:** –
- **MP:** 12
- **Requirements:** –
- **Description:** Deals Water damage to all enemies, and has a chance of inflicting Poison and/or Petrification.

POWER ERASER
- **Type:** Wildcat
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Inflicts Strength Down on all enemies. Yes, all of them.

ARMOUR ERASER
- **Type:** Wildcat
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Inflicts Defence Down on all enemies.

MAGIC ERASER
- **Type:** Wildcat
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Inflicts Magic Down on all enemies.

MENTAL ERASER
- **Type:** Wildcat
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Inflicts Magic Defence Down on all enemies.

SPEED ERASER
- **Type:** Wildcat
- **AP:** 40
- **MP:** 12
- **Requirements:** –
- **Description:** Inflicts Evasion Down on all enemies.

PUPU PLATTER
- **Type:** Wildcat
- **AP:** 80
- **MP:** 48
- **Requirements:** SOS Protect (Warrior)
- **Description:** Ejects all of the enemies, no muss no fuss. Obviously it can miss, though.

RIBBON
- **Type:** Auto-Ability
- **AP:** –
- **MP:** –
- **Requirements:** SOS Protect (Warrior)
- **Description:** Rikku is immune to all negative status effects.

AUTO-SHELL
- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Shell is constantly in effect.

AUTO-PROTECT
- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** Auto-Shell
- **Description:** Protect is constantly in effect.

INSTINCT
- **Type:** Command
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Rikku can use any Instinct abilities she learned as a Berserker.

WHITE MAGIC
- **Type:** Command
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Rikku can use any White Magic abilities she learned as a White Mage.

TOTAL AP TO MASTER:
1599

PAINE ABILITIES

ATTACK
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Why hit them with a normal attack when you have all those other lovely attacks to choose from?

DARK KNIFE
- **Type:** Cutlery
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which also inflicts Darkness.

SILENCE KNIFE
- **Type:** Cutlery
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which also inflicts Silence.

SLEEP KNIFE
- **Type:** Cutlery
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which also inflicts Sleep.

BERSERK KNIFE
- **Type:** Cutlery
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which also inflicts Berserk.

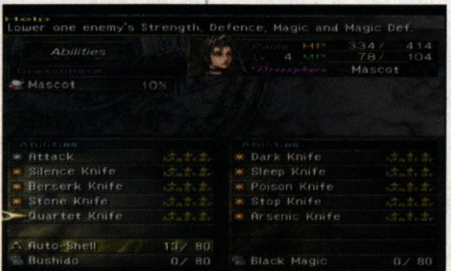
POISON KNIFE
- **Type:** Cutlery
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which also inflicts Poison.

STONE KNIFE
- **Type:** Cutlery
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which also inflicts Petrification.

STOP KNIFE
- **Type:** Cutlery
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which also inflicts Stop.

QUARTET KNIFE
- **Type: Cutlery**
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** A physical attack which also inflicts Strength, Defence, Magic and Magic Defence Down.

ARSENIC KNIFE
- **Type:** Cutlery
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** Instantly kills the target – if it hits.



Help
Lower one enemy's Strength, Defence, Magic and Magic Def.

Abilities
Dressphere
Mascot 10%

Paine HP 334/ 414
Lv 4 MP 78/ 104
Dressphere Mascot

Abilities
Attack Master
Silence Knife Master
Berserk Knife Master
Stone Knife Master
Quartet Knife Master
Auto-Shell 13/ 80
Bushido 0/ 80

Abilities
Dark Knife Master
Sleep Knife Master
Poison Knife Master
Stop Knife Master
Arsenic Knife Master
Black Magic 0/ 80

CACTLING GUN
- **Type:** Cutlery
- **AP:** 80
- **MP:** 99
- **Requirements:** SOS Protect (Warrior)
- **Description:** Paine's super attack – heaps of damage which isn't reduced by their Defence stat.

RIBBON
- **Type:** Auto-Ability

- **AP:** 999
- **MP:** –
- **Requirements:** SOS Protect (Warrior)
- **Description:** Paine is immune to all negative status effects.

AUTO-SHELL
- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Shell is constantly in effect.

AUTO-PROTECT
- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** Auto-Shell
- **Description:** Protect is constantly in effect.

BUSHIDO
- **Type:** Command
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Paine can use any Arcana abilities she learned as a Samurai.

BLACK MAGIC
- **Type:** Command
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Paine can use any Arcana abilities she learned as a Black Mage.

TOTAL AP TO MASTER:
1399

11 THIEF

+ STRENGTHS
For starters, three of the Thief's attributes (Agility, Evasion and Luck) are sky high. Matched by some jobs, bettered by none. She almost always acts first in any fight, a massive advantage, and of course her raison d'etre is to swipe all sorts of precous items from the enemies, ranging from (rare) items and gil to HP and MP. Her double daggers mean that every physical attack is in fact two strikes, adding to chains, and Borrowed Time is one of our favourite skills in the game.

- WEAKNESSES
Apart from at very early levels, or with carefully tailored accessories, the Thief will never be a particularly effective damage dealer compared to Warrior, Dark Knight, and so on. They have no magic, and few direct, effective ways of defeating enemies. Steal Will means one target flees the fight, but you don't get exp/items/gil from them.

Help
Use a hidden item. Takes time, but no items are expended.
Wait Mode
MAIN COMMANDS
Attack
Mix
Stash
It
L1
Yuna HP 2780 MP 65
Rikku HP 1644 MP 110
Paine HP MP 116

HOW TO GET IT
Rikku is a Thief through and through.

HINT
Master Thief can get expensive, so mix it up with Pilfer MP.

ABILITIES

ATTACK
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** A double slash.

STEAL
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Has a chance of stealing Items from one target.

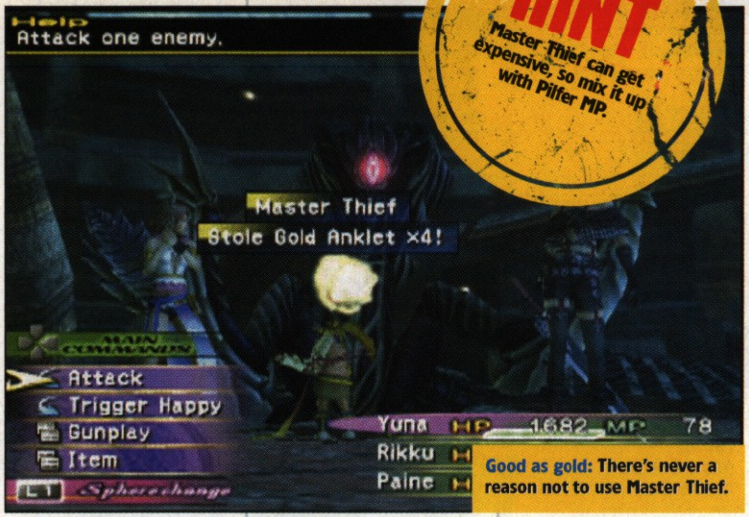
PILFER GIL
- **Type:**
- **AP:** 30
- **MP:** 2
- **Requirements:** –
- **Description:** Steals varying amounts of gil from the target

BORROWED TIME
- **Type:** Flimflam
- **AP:** 100
- **MP:** 16
- **Requirements:** –
- **Description:** Inflicts Stop on one enemy. You can get this pretty early, at a stage when most of the stuff you fight will be susceptible to it, and it makes fights almost too easy.

PILFER HP
- **Type:** Flimflam
- **AP:** 60
- **MP:** 10
- **Requirements:** Pilfer Gil
- **Description:** Absorbs a little of the target's HP. Not terribly useful, but you need to learn it for Pilfer MP

PILFER MP
- **Type:** Flimflam
- **AP:** 60
- **MP:** –
- **Requirements:** Pilfer HP
- **Description:** Absorbs a little of the target's MP. Very handy, given the shortage of Ethers and other methods of restoring MP mid-fight.

STICKY FINGERS


Help
Attack one enemy.
Master Thief
Stole Gold Anklet x4!
MAIN COMMANDS
Attack
Trigger Happy
Gunplay
Item
L1 Spherechange
Yuna HP 1682 MP 78
Rikku
Paine

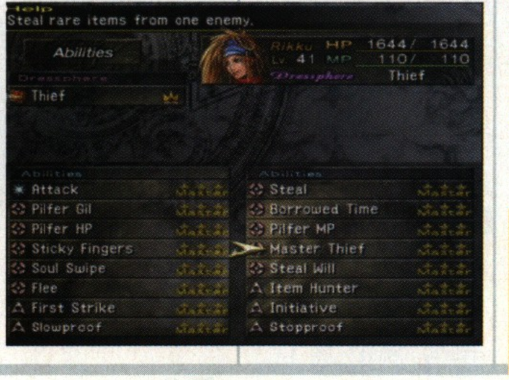
Good as gold: There's never a reason not to use Master Thief.

- **Type:** Flimflam
- **AP:** 120
- **MP:** 20
- **Requirements:** Pilfer Gil
- **Description:** Like Steal, but with a 100% success rate (assuming they have anything on them to nick). In many cases, a boss' rare steal is the same as its normal steal, so this is a timesaving alternative.

MASTER THIEF
- **Type:** Flimflam
- **AP:** 140
- **MP:** 20
- **Requirements:** Sticky Fingers
- **Description:** Has a chance of stealing a rare Item from one target. Great for supplying an Alchemist with Mix materials.

SOUL SWIPE
- **Type:** Flimflam
- **AP:** 160
- **MP:** 12
- **Requirements:** Pilfer Gil
- **Description:** Inflicts Berserk on one target. Try to get Elementals and other physically weak magic users with this.

STEAL WILL
- **Type:** Flimflam


Help
Steal rare items from one enemy.
Abilities
Rikku HP 1644/ 1644
Lv 41 MP 110/ 110
Dressphere Thief
Dressphere
Thief
Abilities
Attack Master
Pilfer Gil Master
Pilfer HP Master
Sticky Fingers Master
Soul Swipe Master
Flee Master
First Strike Master
Slowproof Master
Abilities
Steal Master
Borrowed Time Master
Pilfer MP Master
Master Thief Master
Steal Will Master
Item Hunter Master
Initiative Master
Stopproof Master

- **AP:** 160
- **MP:** 18
- **Requirements:** Soul Swipe
- **Description:** The target decides they just can't be bothered any more and buggers off. You don't get any exp/gil/items from them.

FLEE
- **Type:** Command
- **AP:** 10
- **MP:** –
- **Requirements:** –
- **Description:** All three girls flee from the fight, ending it without any exp/gil/items earned. Very very cheap to learn, and free to use, but beware. If you manage the mammoth task of Oversouling all the monsters in Shinra's Bestiary, you'll get The End GG.

It's most powerful ability, Finale (99,999 physical damage), can only be used if you have never escaped from a battle.

ITEM HUNTER
Type: Auto-Ability
AP: 60
MP: –
Requirements: Flee
Description: You are more likely to get Items post-battle.

FIRST STRIKE
Type: Auto-Ability
AP: 40
MP: –
Requirements: –
Description: The Thief begins the fight with a full bar, and always acts first. Very useful.

INITIATIVE
- **Type:** Auto-Ability
- **AP:** 60
- **MP:** –
- **Requirements:** First Strike
- **Description:** With this learned, it's much more likely that a random fight will end up being a pre-emptive strike in your favour.

SLOWPROOF
- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** Item Hunter
- **Description:** Makes the Thief immune to Slow. There aren't loads of occasions when this is inflicted upon your party, but it's cheap to learn and handy to have anyway.

STOPPROOF
- **Type:** Auto-Ability
- **AP:** 40
- **MP:** –
- **Requirements:** Slowproof
- **Description:** Makes the Thief immune to Stop. Again, rarely needed, but useful to have just in case.

TOTAL AP TO MASTER:
1060

Help
Use Warrior skills.
Active Mode
363
Pilfer HP
MAIN COMMANDS
Attack
Swordplay
Black Magic
Assault
L1 Spherechange
Yuna HP 1682 MP 78
Rikku
Paine

If it's not nailed down: The Thief will have it away. Even hit points.

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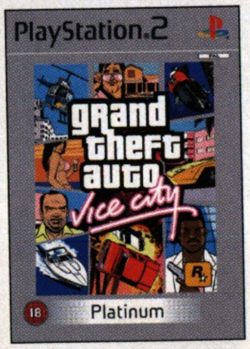
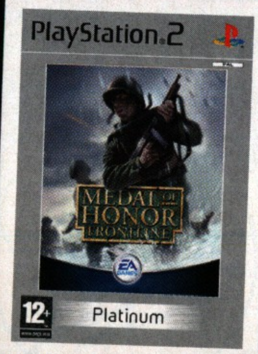
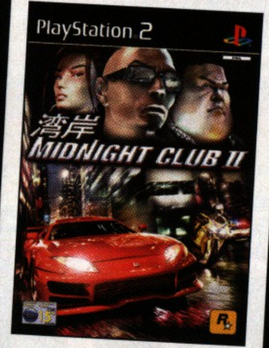
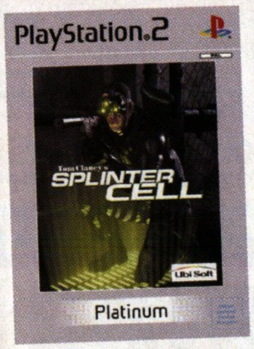

GRAND THEFT AUTO VICE CITY PLATINUM

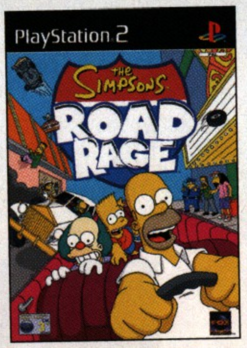

MEDAL OF HONOR FRONTLINE PLATINUM

ENTER THE MATRIX PLATINUM


MIDNIGHT CLUB II


SPLINTER CELL PLATINUM

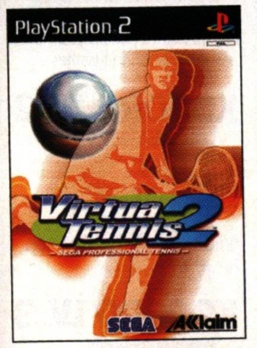
GRAN TURISMO 3 A SPEC PLATINUM

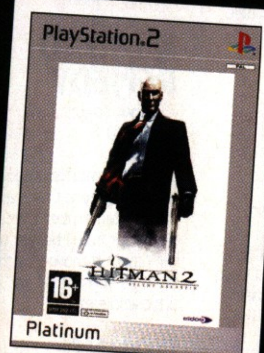

THE SIMPSONS ROAD RAGE

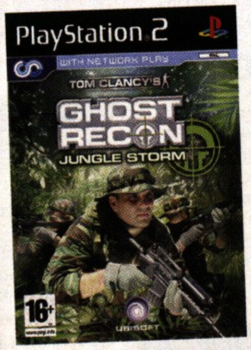
THE LORD OF THE RINGS™ THE TWO TOWERS™ PLATINUM

MIDWAY ARCADE TREASURE

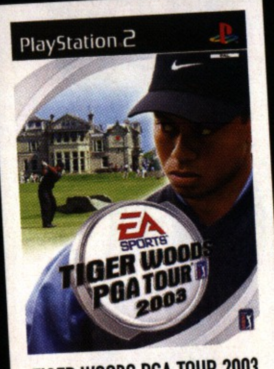
CONFLICT DESERT STORM PLATINUM


VIRTUA TENNIS 2


HITMAN 2 PLATINUM


GHOST RECON: JUNGLE STORM

CRASH BANDICOOT PLATINUM


TIGER WOODS PGA TOUR 2003

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12 TRAINER

+ STRENGTHS
This dressphere is one of only two that has significantly different skills depending on the girl who uses it – the other being Mascot. Yuna gets a good balance of elemental attacks combined with status afflictions, cures and status remedies; Rikku has quite a few Thief-like abilities combined with some healing and status infliction; and Paine has some Samurai and Berserker flavoured abilities, giving her the chance to knock many enemies out with a single attack, along with HP Flurry.

- WEAKNESSES
Their attributes are pretty weak across the board, with the exception of Rikku and Paine's Agility. It's also possible to miss the Trainer dressphere if you don't know about it, but that's admittedly unlikely. While they each have well-rounded abilities, this means that none of them excel at one particular role – say, damage dealer, healer, or whatever.

HOW TO GET IT
Talk to Kimahri in Chapter Three and tell him "You have to figure this out on your own".

Help
Attack one enemy.
Wait Mode
MAIN COMMANDS
Attack
Ghiki
Bushi
It
Yuna HP 3277 MP 18
Rikku HP 1765 MP 115
Paine HP 1670 MP 96

HINT
Get all three girls to master the Trainer dressphere, to take full advantage of the different skills they can learn.

YUNA ABILITIES

ATTACK
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Kogoro nips out and does a little flying kick.

HOLY
- **Type:** Kogoro
- **AP:** –
- **MP:** 18

- **Requirements:** –
- **Description:** Deals Holy damage.

KOGORO BLAZE
- **Type:** Kogoro
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** Deals Fire damage and can inflict Darkness. Typical of the double whammy Kogora attacks.

KOGORO FREEZE
- **Type:** Kogoro
- **AP:** 40
- **MP:** 4
- **Requirements:** –
- **Description:** Deals Ice damage and can inflict Stop. Again, a good status attack.

KOGORO SHOCK
- **Type:** Kogoro
- **AP:** 40
- **MP:** 4
- **Requirements:** –
- **Description:** Deals Lightning damage and can inflict Berserk. Careful with this one, you don't want to forget about the Berserk aspect.

Help
Attack one enemy.
MAIN COMMANDS
Attack
Flurry
Black Magic
Item
L1 Spherechange
Yuna HP 2141 MP 117
Rikku
Paine

Go Kogoro! Most of the mutt's attacks deal elemental damage.

KOGORO DELUGE
- **Type:** Kogoro
- **AP:** 40
- **MP:** 4
- **Requirements:** –
- **Description:** Deals Water damage and can inflict Sleep. Physical attacks awaken a sleeping enemy, magical attacks will not.

KOGORO STRIKE
- **Type:** Kogoro
- **AP:** 80
- **MP:** 5
- **Requirements:** –
- **Description:** Knocks one enemy clear out of the battle, like the Berserker's Eject.

DOOM KOGORO
- **Type:** Kogoro
- **AP:** 80
- **MP:** 6
- **Requirements:** Kogoro Strike
- **Description:** A physical attack which also inflicts Doom. A timer appears above their head, and when it hits 0 they die. In all honesty, they'll probably be dead by that time anyway, and anything tough enough to survive those rounds is usually immune to Doom anyway.

KOGORO CURE
- **Type:** Kogoro
- **AP:** 30
- **MP:** 10
- **Requirements:** –
- **Description:** Restores one girl's HP. Not as useful as Paine's HP Flurry.

KOGORO REMEDY
- **Type:** Kogoro
- **AP:** 40
- **MP:** 10
- **Requirements:** Kogoro Cure
- **Description:** Cures all status effects. Remember that a Berserker in full beserk mode will have it removed by this too, since it's considered an undesirable effect.

POUND PUPPIES
- **Type:** Kogoro
- **AP:** 100
- **MP:** 24
- **Requirements:** Doom Kogoro
- **Description:** A whole gang of Kogoro's mates bundle one helpless target for good damage.

HALF MP COST
- **Type:** Auto-Ability
- **AP:** 200
- **MP:** –
- **Requirements:** –
- **Description:** Halves the costs of any MP consumed. Very useful to have your pool of MP last twice as long.

HP STROLL
- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** –
- **Description:** You slowly regenerate HP while you walk around (not during battles or when dead/petrified).

MP STROLL
- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** HP Stroll
- **Description:** You slowly regenerate MP while you walk around (not during battles).

KOGORO LV. 2
- **Type:** Auto-Ability
- **AP:** 80
- **MP:** -
- **Requirements:** –
- **Description:** Reduces the time it takes for Kogoro to act by 30%

KOGORO LV. 3
- **Type:** Auto-Ability
- **AP:** 100
- **MP:** –
- **Requirements:** Kogor Lv. 2
- **Description:** Reduces the time it takes for Kogoro to act by 50%

TOTAL AP TO MASTER: 870

Wait Mode
MAIN COMMANDS
Attack
Ghiki
Bushido
Item
L1 Spherechange
Yuna HP 2362 MP 95
Rikku HP 1539 MP 128
Paine HP 3104 MP 148

Hound pound: Ravage enemies with a pack of slavering dogs!

RIKKU ABILITIES

ATTACK
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** The cheeky monkey scampers up and scratches them

SNEAKY GHIKI
- **Type:** Ghiki
- **AP:** –
- **MP:** 12
- **Requirements:** –
- **Description:** Deals physical damage (75% the strength of a normal hit) and steals some gil. This is the first, but not the last Ghiki skill that lets Rikku's Trainer use Thief abilities.

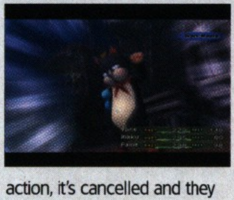
GHIKI GOUGE
- **Type:** Ghiki
- **AP:** –
- **MP:** 8
- **Requirements:** –
- **Description:** Deals physical damage (75% the strength of a normal hit) and inflicts Blindness. Ghiki's 'two birds, one stone' attacks are arguably even more useful than Kogoro's, because many monsters are strong against various types of magical damage.

GHIKI GAG
- **Type:** Ghiki
- **AP:** 80
- **MP:** 8
- **Requirements:** –
- **Description:** Deals physical damage (75% the strength of a normal hit) and inflicts Silence.

MUGGER GHIKI
- **Type:** Ghiki
- **AP:** –
- **MP:** 12
- **Requirements:** –
- **Description:** Deals physical damage (75% the strength of a normal hit) and steals an item.

PESKY GHIKI
- **Type:** Ghiki
- **AP:** 100
- **MP:** 8
- **Requirements:**
- **Description:** Deals physical damage (75% the strength of a normal hit).

BULLY GHIKI
- **Type:** Ghiki
- **AP:** 100
- **MP:** 8
- **Requirements:** Pesky Ghiki
- **Description:** Deals physical damage (75% the strength of a normal hit) and inflicts Delay. If they were gearing up for an action, it's cancelled and they have to start again.



GHIKI MEDS
- **Type:** Ghiki
- **AP:** 40
- **MP:** 10
- **Requirements:** Ghiki Pep
- **Description:** Cures one girl of all negative status effects. Again, this includes beserk which you may consider a beneficial status effect.

GHIKI PEP
- **Type:** Ghiki
- **AP:** 30
- **MP:** 10
- **Requirements:** –
- **Description:** Heals a moderate amount of HP for one girl.

GHIKI CHEER
- **Type:** Ghiki
- **AP:** –
- **MP:** 12
- **Requirements:** –
- **Description:** Strength and Accuracy Up for one girl.

SWARM, SWARM!
- **Type:** Ghiki
- **AP:** 100
- **MP:** 24
- **Requirements:** Bully Ghiki
- **Description:** A barrel of monkeys (yes, that's one of the collective nouns) beat the crap out of one target.

HALF MP COST
- **Type:** Auto-Ability
- **AP:** 200
- **MP:** –
- **Requirements:** MP Stroll
- **Description:** Halves the costs of any MP consumed. Obviously very useful to have your pool of MP last twice as long.

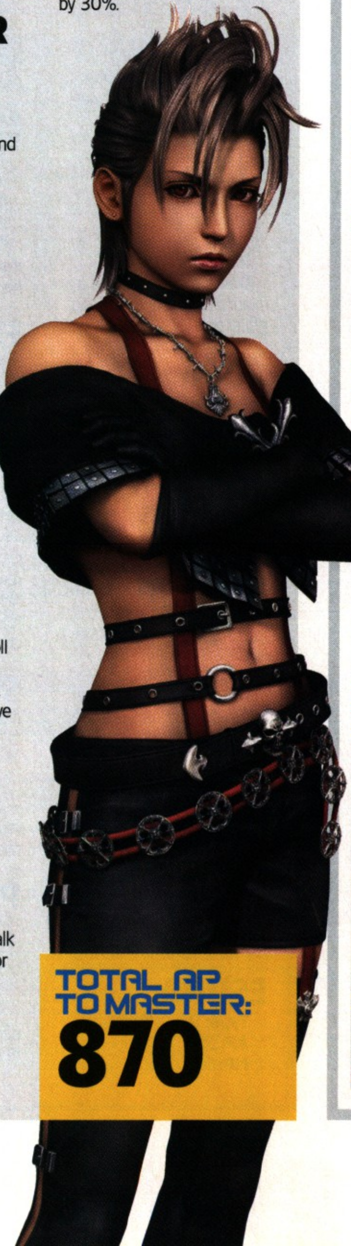
HP STROLL
- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** –
- **Description:** You slowly regenerate HP while you walk around (not during battles or when dead/petrified).

MP STROLL
- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** HP Stroll
- **Description:** You slowly regenerate MP while you walk around (not during battles).

GHIKI LV. 2
- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Reduces the time it takes for Ghiki to act by 30%.

GHIKI LV. 3
- **Type:** Auto-Ability
- **AP:** 100
- **MP:** –
- **Requirements:** Ghiki Lv. 2
- **Description:** Reduces the time it takes for Ghiki to act by 30%.

TOTAL AP TO MASTER:
870



PAINE ABILITIES

ATTACK
- **Type:** Command
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Go for the eyes, Flurry! The eyes!

CARRIER FLURRY
- **Type:** Flurry
- **AP:** –
- **MP:** 8
- **Requirements:** –
- **Description:** If it hits, Flurry grabs them by the top of their head (assuming they have one) and carries them off, out of the fight. Job done.

POISON FLURRY
- **Type:** Flurry
- **AP:** 40
- **MP:** 4
- **Requirements:** –
- **Description:** A full strength hit (unlike Ghiki's) that also inflicts Poison.

STONE FLURRY
- **Type:** Flurry
- **AP:** 60
- **MP:** 16
- **Requirements:** Poison Flurry
- **Description:** A full strength hit (unlike Ghiki's) that also inflicts Petrification.

DEATH FLURRY
- **Type:** Flurry
- **AP:** 60
- **MP:** 20
- **Requirements:** Stone Flurry
- **Description:** Inflicts Death on one target – pretty powerful in theory, reflected in the MP cost, but often doesn't work.

FLURRY GUARD
- **Type:** Flurry
- **AP:** 60
- **MP:** 10
- **Requirements:** Flurry Speed
- **Description:** Restores some HP to one girl, and gives them Protect. Good, and cheap with it.

FLURRY SPEED
- **Type:** Flurry
- **AP:** 60
- **MP:** 10
- **Requirements:** –
- **Description:** Restores some HP to one girl, and gives them Haste. Personally, we would say Haste is one of the best effects to have going.

FLURRY SHIELD
- **Type:** Flurry
- **AP:** 60
- **MP:** 10
- **Requirements:** Flurry Speed
- **Description:** Restores some HP to one girl, and gives them Shell.

HP FLURRY
- **Type:** Flurry
- **AP:** –
- **MP:** 10
- **Requirements:** –
- **Description:** Restores a decent amount of HP to all three girls. Only 10 MP, and indeed only 5 MP after getting Half MP Cost, so a right bargain.

RECOVERY FLURRY
- **Type:** Flurry
- **AP:** 40
- **MP:** 10
- **Requirements:** –
- **Description:** Cures one girl of status effects. You know the deal with beserk, right? Right.

Help
Attack one enemy.
Wait Mode
850
Attack
Ghiki
Bushido
Item
L1 Spherechange
Yuna HP 2969 MP 18
Rikku HP 1736 MP 115
Paine HP 1872 MP 131

MAULWINGS
- **Type:** Flurry
- **AP:** 100
- **MP:** 24
- **Requirements:** Death Flurry
- **Description:** A flock of seagulls – sorry, eagles, pecks the hell out of a target.

HALF MP COST
- **Type:** Auto-Ability
- **AP:** 200
- **MP:** –
- **Requirements:** MP Stroll
- **Description:** Halves the costs of any MP consumed. Obviously very useful to have your pool of MP last twice as long.

HP STROLL
- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** –
- **Description:** You slowly regenerate HP while you walk around (not during battles or when dead/petrified).

MP STROLL
- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** HP Stroll
- **Description:** You slowly regenerate MP while you walk around (not during battles or when dead/petrified).

FLURRY LV. 2
- **Type:** Auto-Ability
- **AP:** 80
- **MP:** –
- **Requirements:** –
- **Description:** Reduces the time it takes for Flurry to act by 30%.

FLURRY LV. 3
- **Type:** Auto-Ability
- **AP:** 100
- **MP:** –
- **Requirements:** Flurry Lv. 2
- **Description:** Reduces the time it takes for Flurry to act by 30%.

TOTAL AP TO MASTER:
900

13 WARRIOR

+ STRENGTHS

The first melee class you get, courtesy of bad girl Paine, the Warrior will feel very familiar to Auron fans from *FFX*. She has the opportunity to target almost any enemy's Achilles heel with her wide range of powerful attacks. Her skills like Assault are nicely balanced by defensive abilities like Sentinel. Lastly, of course, she can employ her Delay attacks to control the flow and pace of battle.

- WEAKNESSES

While a powerful and balanced dressphere, the Warrior is soon mastered and forgotten in favour of jobs like Samurai, Berserker and Dark Knight, with more exotic and advanced skills. For example, it has no abilities which increase in potency as your level or HP do.

HOW TO GET IT

Paine was a born Warrior, it seems.

ABILITIES

ATTACK
- **Type:** Swordplay
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Sword, meet fiend. Fiend, meet your doom.

SENTINEL
- **Type:** Command
- **AP:** 20
- **MP:** –
- **Requirements:** –
- **Description:** For the next round, the Warrior takes up a defensive stance and any physical attack that hits her will do 1 damage.

FLAME-TONGUE
- **Type:** Swordplay
- **AP:** 20
- **MP:** 4
- **Requirements:** –
- **Description:** Deals Fire damage to one target.

ICE BRAND
- **Type:** Swordplay
- **AP:** 20
- **MP:** 4
- **Requirements:** –
- **Description:** Deals Ice damage to one target.

THUNDER BLADE
- **Type:** Swordplay
- **AP:** 20
- **MP:** 4
- **Requirements:** –
- **Description:** Deals Lightning damage to one target.

LIQUID STEEL
- **Type:** Swordplay
- **AP:** 20
- **MP:** 4
- **Requirements:** –
- **Description:** Deals Water damage to one target

DEMI SWORD
- **Type:** Swordplay
- **AP:** 60
- **MP:** 6
- **Requirements:** Flametongue, Ice Brand, Thunder Blade, Liquid Steel
- **Description:** Deals Gravity damage to one target. Gravity magic can never kill a target, remember, but it can do plenty of damage.

EXCALIBUR
- **Type:** Swordplay
- **AP:** 120
- **MP:** 24
- **Requirements:** Demi Sword
- **Description:** A powerful and expensive attack dealing Holy damage.

POWER BREAK
- **Type:** Swordplay
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** A physical attack of slightly above average power which inflicts Attack Down.

ARMOUR BREAK
- **Type:** Swordplay
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** A physical attack of slightly above average power which inflicts Defence Down.

MAGIC BREAK
- **Type:** Swordplay
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** A physical attack of slightly above average power which inflicts Magic Down.

MENTAL BREAK
- **Type:** Swordplay
- **AP:** 30
- **MP:** 4
- **Requirements:** Magic Break
- **Description:** A physical attack of slightly above average power which inflicts Magic Defence Down.

DELAY ATTACK
- **Type:** Swordplay
- **AP:** 100
- **MP:** 10
- **Requirements:** Armour Break
- **Description:** A physical attack which inflicts Delay, slowing the target's action down.

DELAY BUSTER
- **Type:** Swordplay
- **AP:** 120
- **MP:** 16
- **Requirements:** Delay Attack
- **Description:** A more powerful, pronounced version of Delay Attack.

ASSAULT
- **Type:** Command
- **AP:** 100
- **MP:** –
- **Requirements:** Sentinel
- **Description:** Gives all three girls Protect, Shell, Haste and Berserk. Equip your healer with an anti-beserk accessory, or just have all three girls hacking away furiously. A quick way to grind out exp by speeding up battles.

SOS PROTECT
- **Type:** Auto-Ability
- **AP:** 20
- **MP:** –
- **Requirements:** Sentinel
- **Description:** Once HP falls below 33%, the Warrior automatically receives Protect. Handy self-preservation tool.

TOTAL AP TO MASTER: 710

14 WHITE MAGE

+ STRENGTHS

The classic healer in all *FF* games, the White Mage has the most powerful range of healing and defensive spells of any dressphere. Protect and Shell are absolute must-haves for tough fiends and bosses, and Reflect is fantastic against enemies that lean heavily towards magical attacks. Regen, Dispel, Full-Life – these are all spells that can, and will, swing a battle in your favour. She can even heal all three girls a little for free.

- WEAKNESSES

The White Mage relies heavily on a large and steady supply of MP. Ethers are rare, they can only be found, never bought, so until your Alchemist can donate them for free you have to be careful. Needless to say, attacks that drain or otherwise reduce your current MP can cripple a White Mage's effectiveness. That, and the fact that without an accessory that prevents Silence, they could be rendered useless by a single attack. Lastly, we are disappointed by the lack of Auto-Life...

HOW TO GET IT

After killing the dragon in Besaid, Chapter One, and completing the "Where's Wakka" mission.

ABILITIES

PRAY
- **Type:** White Magic
- **AP:** –
- **MP:** –
- **Requirements:** –
- **Description:** Restores a little HP to the party.

VIGOUR
- **Type:** White Magic
- **AP:** 20
- **MP:** –
- **Requirements:** –
- **Description:** Heals the White Mage by 50% pf her max HP.

CURE
- **Type:** White Magic
- **AP:** –
- **MP:** 4
- **Requirements:** –
- **Description:** Restores a minor amount of HP to one girl/all girls.

CURA
- **Type:** White Magic
- **AP:** 40
- **MP:** 10
- **Requirements:** Cure
- **Description:** Restores a moderate amount of HP to one girl/all girls.

CURAGA
- **Type:** White Magic
- **AP:** 80
- **MP:** 20
- **Requirements:** Cura
- **Description:** Restores a major amount of HP to one girl/all girls.

REGEN
- **Type:** White Magic
- **AP:** 80
- **MP:** 40
- **Requirements:** Curaga
- **Description:** The HP of the girl on whom it's cast rises regularly by 3% of their max.

ESUNA
- **Type:** White Magic
- **AP:** 20
- **MP:** 10
- **Requirements:** –
- **Description:** Removes all negative status effects from one target. This means Petrification, Sleep, Silence, Darkness, Poison, Confusion, Berserk, Curse, Pointless, Itchy, Slow and Stop.

DISPEL
- **Type:** White Magic
- **AP:** 30
- **MP:** 12
- **Requirements:** Esuna
- **Description:** Rids the target of Protect, Shell, Reflect, Haste, Regen, and/or Auto-Life.

LIFE
- **Type:** White Magic
- **AP:** 30
- **MP:** 18
- **Requirements:** –
- **Description:** Revives a girl from KO status, with 50% of her max HP.

FULL-LIFE
- **Type:** White Magic
- **AP:** 160
- **MP:** 60
- **Requirements: Life**
- **Description:** Revives a girl from KO status and gives her full health. A very expensive spell to learn and use, but necessary in those rare but crucial instances where returning to consciousness at half health is going to get you killed before anyone has a chance to try healing you.

SHELL
- **Type:** White Magic
- **AP:** 30
- **MP:** 10
- **Requirements:** –
- **Description:** Halves the magical damage each girl takes.

PROTECT
- **Type:** White Magic
- **AP:** 30
- **MP:** 12
- **Requirements:** Shell
- **Description:** Halves the damage that the girls take from physical attacks.

HINT

To avoid gobbling up precious Ethers, try using the Songstress' MP Mambo (when you unlock it) to reduce the White Mage's MP costs to zero.

REFLECT
- **Type:** White Magic
- **AP:** 30
- **MP:** 14
- **Requirements:** Protect
- **Description:** Causes all spells cast at the girls to bounce off and target the caster instead.

FULL-CURE
- **Type:** White Magic
- **AP:** 80
- **MP:** 99
- **Requirements:** Regen
- **Description:** Cures all status afflictions and heals the girl to 100% HP.

WHITE MAGIC LV. 2
- **Type:** Auto-Ability
- **AP:** 49
- **MP:** –
- **Requirements:** Vigour
- **Description:** Casting White Magic spells is now 30% quicker.

WHITE MAGIC LV. 3
- **Type:** Auto-Ability
- **AP:** 60
- **MP:** –
- **Requirements:** White Magic Lv. 2
- **Description:** Casting White Magic spells is now 50% quicker.

TOTAL AP TO MASTER: 730

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7210i = D
7250 = D
7250i = D
3650 = E
7650 = E
NGage = E
6600 = F

SHARP
GX10 = J
GX10i = J
GX20 = K

SIEMENS
C55 = N
M50 = O
M55 = P
S55 = P
SL55 = Q
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T720i = T
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V500 = U
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THE FACTS: RAINBOW SIX 3 ● PLAYERS **1-2 (ONLINE)**
● MEMORY CARD SPACE **489 KB** ● DIFFICULTY **HARD LIKE A NAM VET**
● COMPLETION TIME **TWO WEEKS**

RAINBOW SIX 3

Sadly, there's no gold at the end of this rainbow. Instead, you'll find a huge body count and a safer world to live in...

FIRST AID

There's no way to replenish your health in this game so read on to avoid being turned into mousetrap cheese.

BEST PLAYED

After watching one of George Bush's speeches so you feel really angry...

01 TEAM ORDERS

TO BE A SUCCESSFUL ANTI-TERRORIST OPERATIVE YOU NEED TO GIVE ORDERS LIKE ONE.

The orders interface in Rainbow Six 3 is simple – simply hold down ⊗ whilst your crosshair is pointing in the relevant direction to access the menu.

GENERAL ORDERS

THESE ORDERS ARE GIVEN WHEN YOU ARE NOT ASKING YOUR TEAM TO INTERACT WITH OBJECTS.

MOVE OUT
Aim at the position you want your team to move to and press ⊗ – this is useful for sending your squad ahead around corners and doorways.

HOLD POSITION
Press ⊡ when you want your squad to hold their position and give you cover. This is ideal when you want to take down a tango in an area where other tangos are likely to appear.

REGROUP/FOLLOW
If your squad are holding position press ⊡ and they will come to your position and then follow you in formation when you move out.

ATTACK ORDERS

WHEN YOU ENCOUNTER A HOT AREA, USE THE FOLLOWING ORDERS FROM THE MENU.

FRAG
Point your crosshair where you want your team mate to throw a frag, hold down ⊗ and select the frag option with the d-pad from the Orders Menu.

FLASH
Repeat the same process using flash instead. Make sure you look away from the Flash Grenade when it goes off.

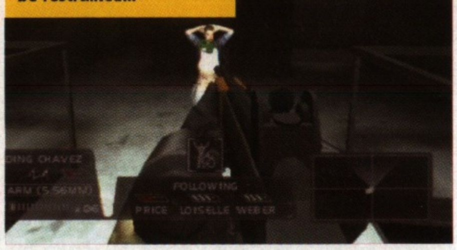
DOOR ORDERS

OPENING A DOOR AND CHARGING IN WITHOUT KNOWING WHAT LIES ON THE OTHER SIDE IS SUICIDAL. SEND YOUR TEAM IN WITH THE FOLLOWING ORDERS INSTEAD.

OPEN & CLEAR
Put your crosshair over the door you want your team to go through and the 'open door' icon will appear above your team's status. Now hold down ⊗ and select the open and clear option. Your team will open the door, move into the room and take down any tangos.

BREACH & CLEAR
If you think there are tangos immediately on the other side of the door (see Hot Shots) then give this order. Your team will set an explosive charge to blow the door off its hinges and then clear out any terrorists on the other side. The explosion will also stun all of a room's occupants.

OPEN, FLASH & CLEAR
If you've learnt from bitter experience that the next room is crawling with hostiles then issue this order. The Flash Grenade will stun the tangos, making them far less dangerous foes.



Sitting pretty: Hostages are more than happy to be restrained...

OPEN, FRAG & CLEAR
This is the perfect order for dealing with small, enemy infested rooms where a Frag Grenade will kill all tangos.

CLEAR 'OFF'
Hold R1 in the Orders Menu and you'll be presented with the same orders minus 'clear' – perfect if you want to scope out a room you haven't been in before.

BEAT THIS → COMPLETING THE GAME ON THE ELITE SETTING IS CHALLENGE ENOUGH. WE'VE DONE IT BUT DO YOU

DING CHAVEZ
MP5A4 (9MM)
022 x 14

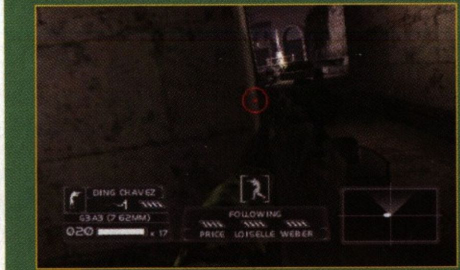
1 BOOT CAMP

It's all too easy to take a quick look at the instructions and go straight into a full blown campaign. Resist this urge because raw recruits are never sent straight to the frontline. Your first port of call should be the training option. Take in all the information you are given and you'll be ready to take on the dummy mission at the start of the campaign.

RELOAD
DING CHAVEZ
G3A3 (7.62MM)
000 x 17
FOLLOWING
PRICE LOISELLE WEBER

2 AMMO UP

During your campaign against evil terrorists you will use a wide variety of weapons. At the beginning of every mission check the magazine capacity of your weapon. Some weapons such as the UMP have small magazines containing less than 25 rounds. You will need to reload a lot so always check your ammo status before entering a potentially dangerous area.



3 LISTEN AND LEARN

You can use the d-pad to lean left and right around corners. Press ← to lean left and → to lean right. Simply press the opposite direction to lean back, or move in any direction with the left analog stick. The ability to peek around corners is particularly invaluable for the stealth missions where you have to stay hidden from the terrorists at all times. A quick peek around a corner will let you know if it is safe to move forwards.

DING CHAVEZ
G36C (5.56MM)
020 x 18
FOLLOWING
PRICE LOISELLE WEBER

4 CASUALTIES OF WAR

Rainbow Six 3 is no messing all out war. As a result there are going to be casualties... on both sides. You are going to have to expect to lose the odd team mate along the way. This won't result in mission failure, except where 'no team casualties' is specified. Take heart in the fact that your squad memebers only become 'incapacitated' and will be available for the next mission.

SPECIAL ORDERS

THESE ORDERS RELATE TO MISSION OBJECTIVES LIKE SECURING HOSTAGES AND DEFUSING BOMBS. PLACE YOUR CROSSHAIR OVER THE OBJECT AND AND THE RELEVANT ICON WILL APPEAR ABOVE YOUR TEAM'S STATUS. NOW SIMPLY PRESS ⊗ TO ISSUE THE ORDER.

DEMO UP

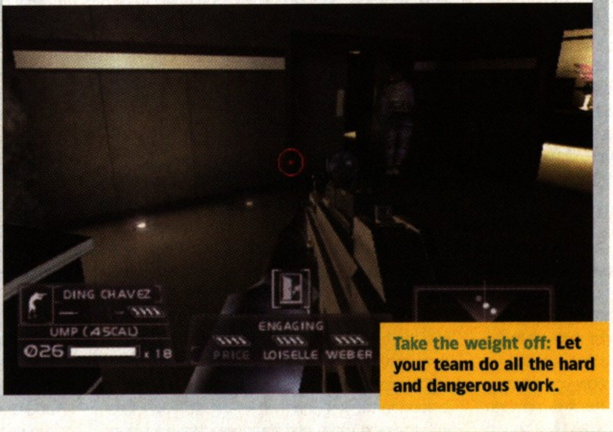
When you find a bomb simply order your team to defuse it. Give them cover whilst they are doing so, just in case any hidden tangos start making a nuisance and your squad is vulnerable.

SECURE HOSTAGE

Repeat the above process whilst aiming at a hostage. You can secure hostages and defuse bombs yourself by standing next to them and holding ⊗.

ZULU COMMANDS

YOU CAN GIVE ANY OF THE ABOVE ORDERS ON ZULU BY HOLDING DOWN L1 IN THE ORDERS MENU. WHEN YOU GIVE THE ORDER, YOUR TEAM WILL MOVE INTO POSITION TO CARRY IT OUT, BUT WON'T DO SO UNTIL YOU GIVE THE ZULU COMMAND WITH R2. THESE COMMANDS ARE PERFECT FOR PULLING OFF PINCER MOVEMENTS.



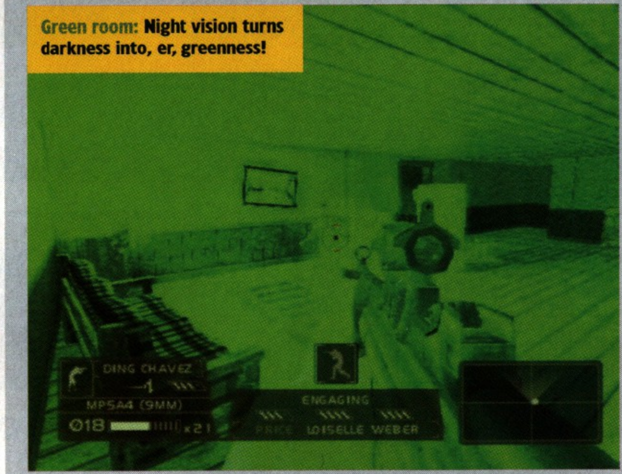
Take the weight off: Let your team do all the hard and dangerous work.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

WARPED PERSPECTIVES

YOU HAVE A DISTINCT ADVANTAGE OVER YOUR TERRORISTS FOES BECAUSE YOU CAN USE NIGHT VISION AND THERMAL IMAGING TO GET THE UPPER HAND.



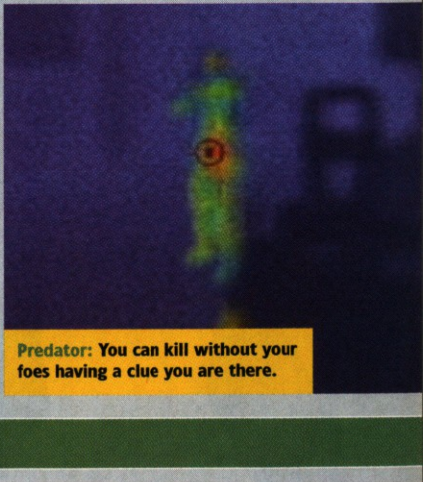
Green room: Night vision turns darkness into, er, greenness!

NIGHT VISION

You can cycle through your different Vision Modes with △. Night vision is perfect for those dark corridors, cellars and night time missions. Switching to night vision in these situations gives you a distinct advantage over your enemies since you can see everything perfectly in green monochrome. It's also worth using in poorly lit areas where tangos are hard to see, even if you think you'll spot them before they can target you.

THERMAL IMAGING

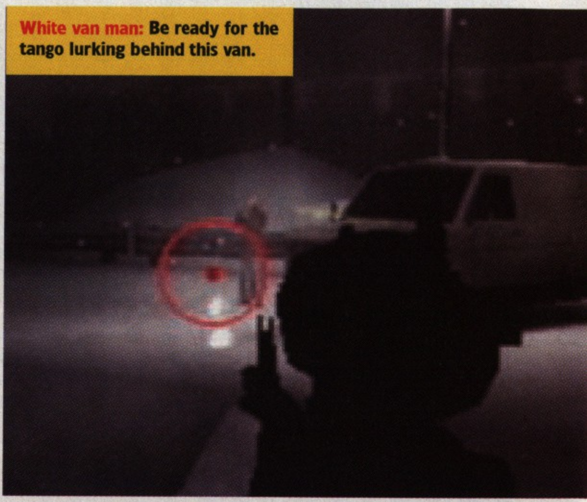
Thermal imaging really comes into it's own during the stealth missions. Approach a door, switch to thermal imaging and you will be able to see if there are any terrorists lurking in the next room. Wait for them to move away and then carry on. Using Smoke Grenades to clear out difficult areas is a good idea. Cover your entrance with smoke, move into the smoke and then use thermal imaging so you can pick off the terrorists who can't see you.



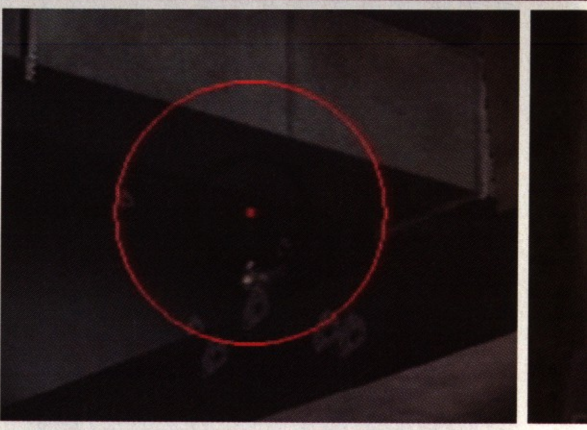
Predator: You can kill without your foes having a clue you are there.

HAVE THE NECESSARY BALLS OF STEEL? ■

Village people: Clear the streets of terrorist scum with a few bursts.



White van man: Be ready for the tango lurking behind this van.



THE WALKTHROUGH

Briefing's over. Now it's time to put everything into practice.

ALPINE VILLAGE

➔ FIGHT YOUR WAY INTO THE VILLAGE

From your insertion point head right immediately and shoot the terrorist standing by the snowdrift. Head left past the snowdrift and then go right at the junction. Edge towards the courtyard and gun down the terrorist out in the open. Move forwards to the opposite wall and then move to the door on your right-hand side, lit by a lamp. Order your squad to open and clear and then follow them in. CHECKPOINT.

➔ SECURE HOSTAGE

From the storeroom send your squad up the ladder and then follow them. Now order your team to open and clear at the blue door directly in front of you. They will take down the terrorist through the next doorway on the landing. Head out onto the landing and order your team to follow you down the stairs. Shoot the terrorist by the fire and then head around to the right and order your squad down the next flight of stairs. After they've neutralised the tangos head on down. Go around the partition and approach the door. Open it and shoot the tango out in the open. Move out and head left. Shoot the terrorist by the fence and then head right before the fence to the lit doorway. CHECKPOINT. You're now in the church. Order your squad to open, flash and clear the door ahead and to the right. After the flash go through the door and look left. Gun down all of the terrorists. Move down the aisle and order your squad to secure the hostage by the altar.

➔ SECURE SECOND HOSTAGE

Order your team to open and clear the door down the steps and to the left of the altar. Repeat the process on the door to the right. Follow your men into the corridor and take out any terrorists outside through the windows. When it's all clear, go to the end of the corridor and order your squad to storm through the door on the right. When it's all clear head forwards and send your squad down the stairs at the far left-hand side of the room.

Follow them and then order them on ahead into the basement. Order them to follow you through the arch on the right and switch on your night vision. CHECKPOINT. Follow the terrorist around to the left and then left again. Now move into the next room and gun down the two tangos. Order your squad forward into the next area to take down the multiple tangos. When it's all clear head over to the far right hand-side and secure the hostage there.

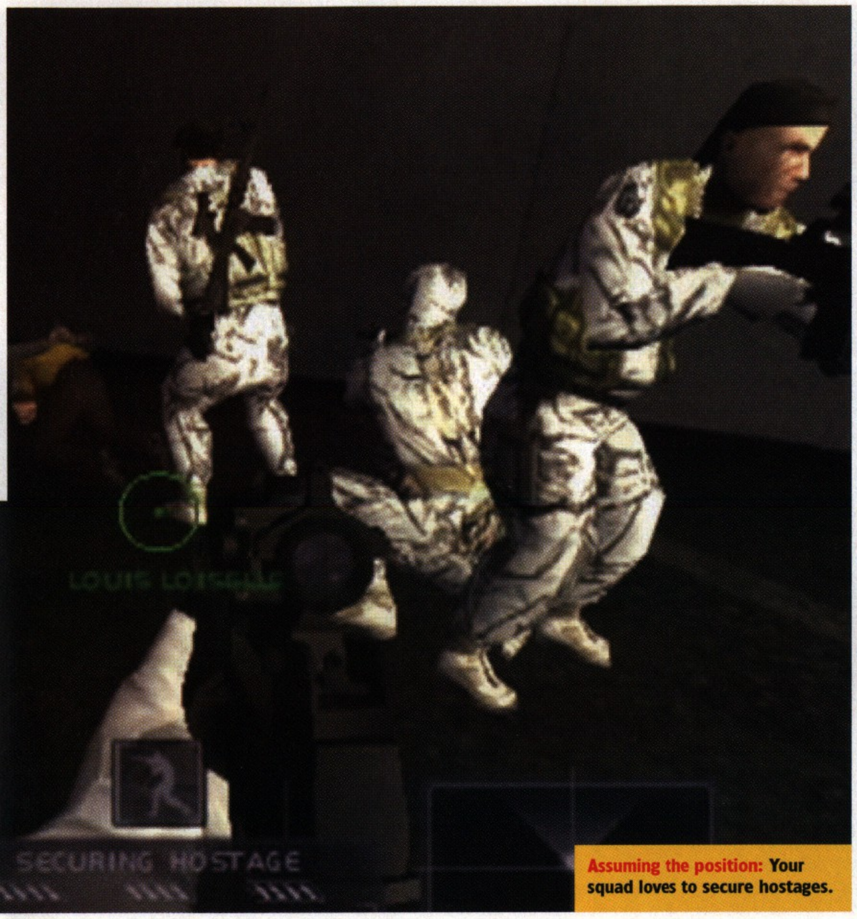
MOUNTAIN HIGHWAY

➔ DEFUSE FUEL TRUCK BOMB

Move forwards and to the left of the four-wheel drives with your team. Strafe forwards and right to take out the terrorist lurking behind the white van. Now move into the tunnel and shoot the terrorist at the far end. Order your team forwards to the far end to deal with the tangos there. Take up a position covering the door on your left up on the walkway. When it opens take down the tangos who emerge. When the area is secure order your team to defuse the bomb by the fuel truck on your right.

➔ SECURE HOSTAGE

Order you team to follow you and move forwards. Go up the steps on your left and onto the walkway. Approach the door that the terrorists came through and order your team through. Take the corridor to the right and order your team through the doorway on your left. Follow them in and clear out the tangos. Head over to the other side and order your



Assuming the position: Your squad loves to secure hostages.

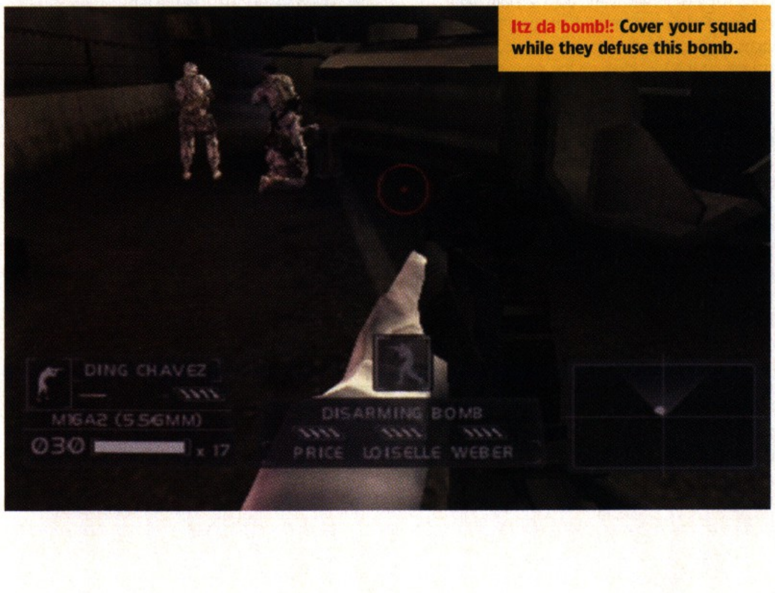
DING CHAVEZ
AUG (5.56MM)
031
x 16
MOVING
PRICE
LOISELLE
WEBER

team to through the door here. Now order them to open and clear the next door to your left. CHECKPOINT. Take your team up the stairs and open the door at the top. Go through the door on the right and then go through the next door and neutralise the tango at the end of the corridor. Follow the corridor all the way around to the double doors at the end. CHECKPOINT.

Open and clear the door to your right and then move onto the walkway. Kill the terrorist who appears in the doorway ahead of you and then go through it. Take the door to your left and then go down the first flight of stairs to the landing. Order your team into the room ahead and then follow them in. Go through the door on the left and follow the corridor around. Open and clear the door on your left. Take down all the tangos you see and then move towards the car at the end. Shoot the terrorists on the ledges high to the left and right. Now turn around and order your team to secure the hostage to your right.

➔ SECURE SECOND HOSTAGE

Go through the door to the right of the vehicle and follow the corridor to the double doors. Order your team through. CHECKPOINT. Open and clear through the next door. When all the tangos are down move to the far end of the room and go though the double doors. Follow the corridor around to the door at the far end and send your team through to clear out the tunnel. Keep on sending them forwards to the right, whilst you cover the rear. When all of the tangos have been eliminated in the first area move up to the truck and send your squad forwards. Follow them and order your team to secure the hostage at the end.



Itz da bomb!: Cover your squad while they defuse this bomb.

OIL REFINERY

➔ DEFUSE FIRST BOMB

Move forwards and around to the left. Clear the open area of all tangos, paying particularly close attention to the RPG terrorist over to the left. Now move down the steps and order your team to open and clear the door. When the tangos are down follow them in. Move towards the stairs and take down the two tangos. Move up the stairs and take down the tangos at the top. Order your team towards the door on the right and they will deal with the terrorist to the left by some boxes.

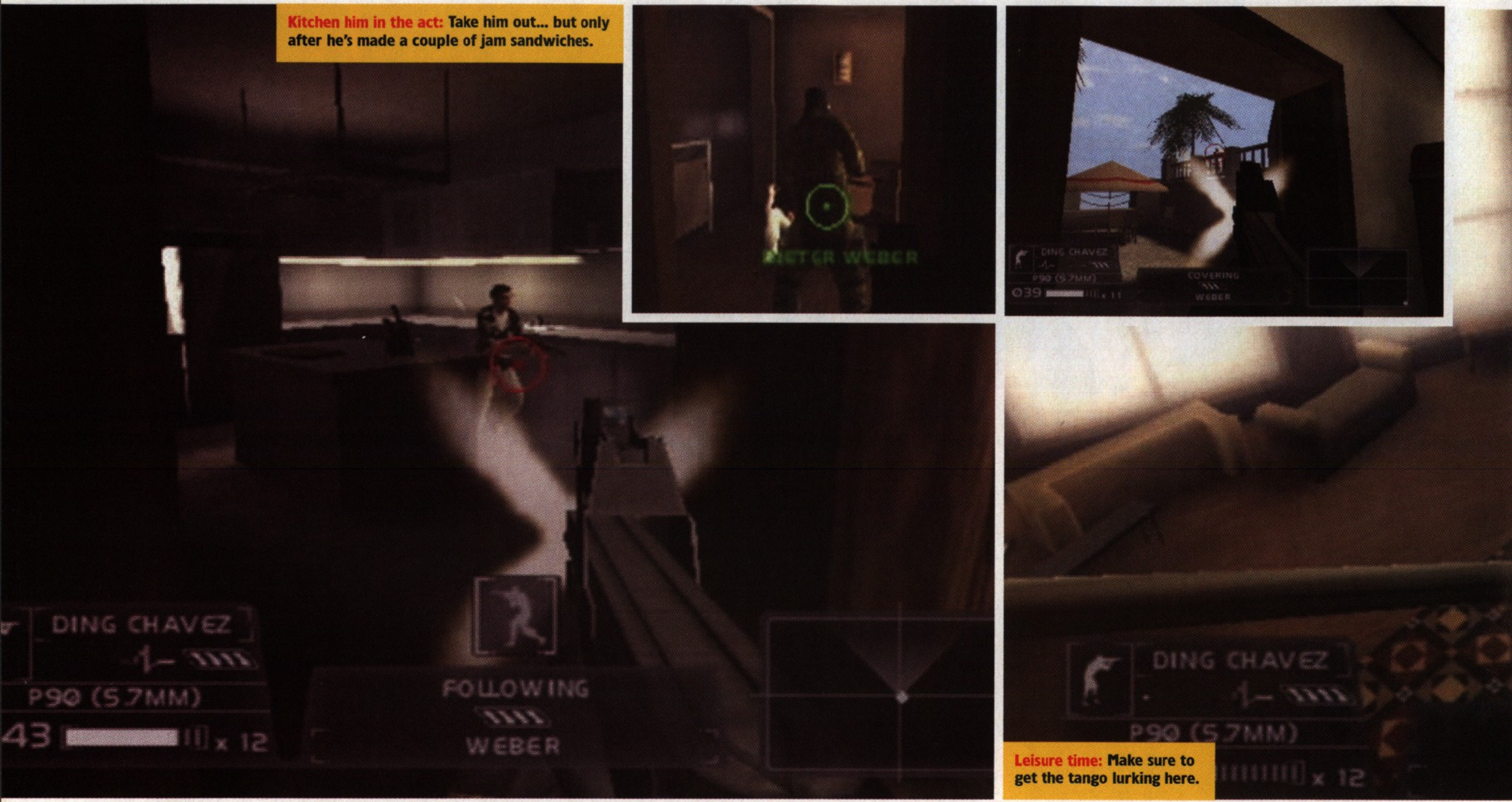
Go through the door, kill the terrorist and head up the stairs. Now order your team to open, flash and clear the left-hand door on Zulu. Stand by the right-hand door and give the Zulu command with R2. When you hear the Flash Grenade go off, open the door and storm in take out the tango. Order your team into the corridor on the right and they will deal with the tangos. When it's clear give the order to defuse the bomb that is bleeping.

➔ DEFUSE SECOND BOMB

A tango will burst through a door into the corridor up ahead – take him down! Order your team into the room he came from and they will deal with any threats. Move to the far end of the room and order your team down the stairs. When the tango in the room below has been neutralised head down and go through the door at the far end. Shoot the tango who walks through the door at the end. CHECKPOINT. Go through the door and waste the terrorist in front of you. Turn left and head down the corridor with your team in tow. Go around to the left and order your team to open and clear the door there. Follow them in and take out the tangos on the upper level. Move towards the bomb and kill the tango hiding behind the crates there. Now order your team to defuse the bomb.

➔ SECURE HOSTAGE

Shoot the tango who comes through the door in the right-hand corner and then go through. CHECKPOINT. Go up the stairs and order your team through the door. When the tango is down go through the door and then order your team into the next room. Follow them in and run around to the next doorway. Order them to open, flash and clear the next door. Follow them in and take down all the tangos. When it's clear, run down the stairs, go through the door and follow the corridor around. CHECKPOINT. Order your team to open and clear the door at the end. Follow them in and make sure to target the RPGs first. The shutters will



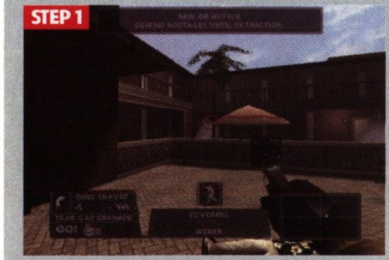
Kitchen him in the act: Take him out… but only after he's made a couple of jam sandwiches.

Leisure time: Make sure to get the tango lurking here.

01 DEFEND THE CEO AND WIFE

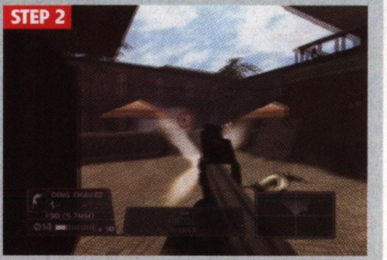
AFTER FIGHTING YOUR WAY THROUGH THE ISLAND ESTATE YOU HAVE TO DEFEND THE HOSTAGES WHILST YOU AWAIT EXTRACTION. IT'S FAST AND FURIOUS, AND REQUIRES VERY ACCURATE AIMING.

STEP 1



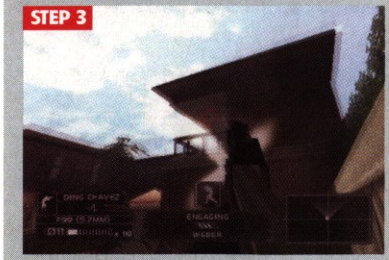
Chuck a couple of Tear Gas Grenades into the area in front of your position. Wait until the new objective message pops up because you want to get your timing right. Otherwise, the gas won't have the full effect.

STEP 2



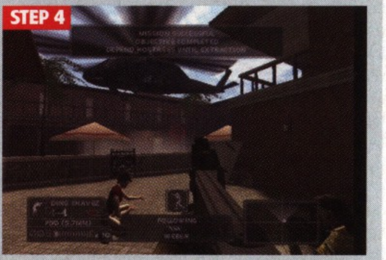
The first terrorists appear on the lower level from the right. Take them down before they have a chance to take cover and give you real bother. Position Weber to the right so he can cover the area to your left.

STEP 3



Make sure to keep an eye on the balcony to your right because terrorists will keep on appearing here. If you don't spot them they can kill either you or the hostages in the blink of an eye.

STEP 4



Keep the terrorists at bay for long enough and the heavy artillery will arrive. The helicopter's machine gunner will deal with the remaining tangos so simply sit back and wait to be extracted.

open revealing a new area. Snipe any tangos you can see and then send your team forwards. When the hostiles are down secure the hostage on the left by the shutter.

ISLAND ESTATE

➔ RESCUE CEO'S WIFE

Run forwards and then left, all the way to the door with the boat beside it. Open the door and shoot the tango to the right by the counter. Move into the room and order Weber to open and clear the next door. Follow him and then move down the stairs and neutralise the tangos in the room at the bottom. Move forwards and then left into the corridor. Follow it to the end, stopping before the steps. Edge out to the left and take down the two hostiles at the top. Move up the steps and go through the door.

Take down the tangos at the end of the corridor. Move forwards to the edge of the balcony and kill the terrorist down below. Go through the door up the steps to the right. Order Weber to open and clear the left-hand door on Zulu. Move to the right hand door, order Zulu and go through the door in front of you. Take down the terrorists guarding the CEO's wife, making sure not to harm her. Put your sight over her and press ⊗. She will follow you from now on.

➔ ESCORT CEO'S WIFE TO CEO

Go back the way you came and then down the stairs to the area below the balcony. Go through the door by the piano. CHECKPOINT. Open the door to your right and gun down the tango in front of you. Now move forwards and spin to the right to take down the two hostiles on the balcony. Order Weber to clear out the two tangos in the room through the door on your left. Follow him through and then repeat the process for the next door. Follow the corridor around and send Weber out onto the balcony. Follow him to find the CEO.

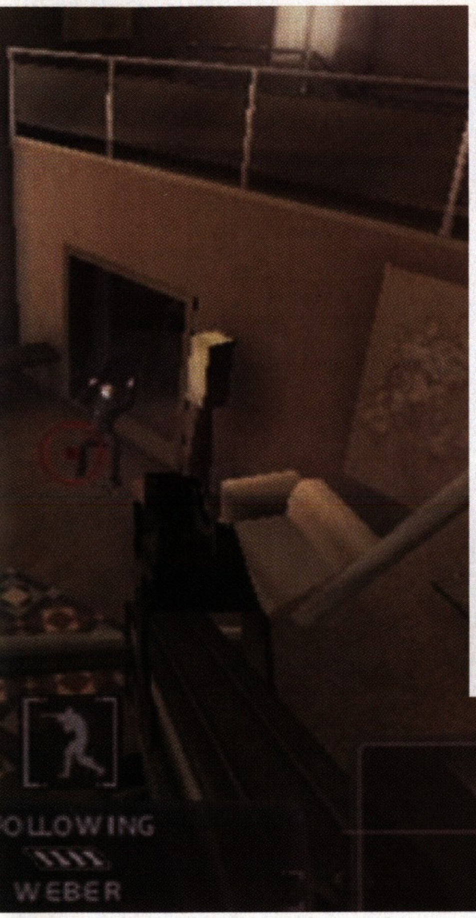
➔ DEFEND HOSTAGES UNTIL EXTRACTION

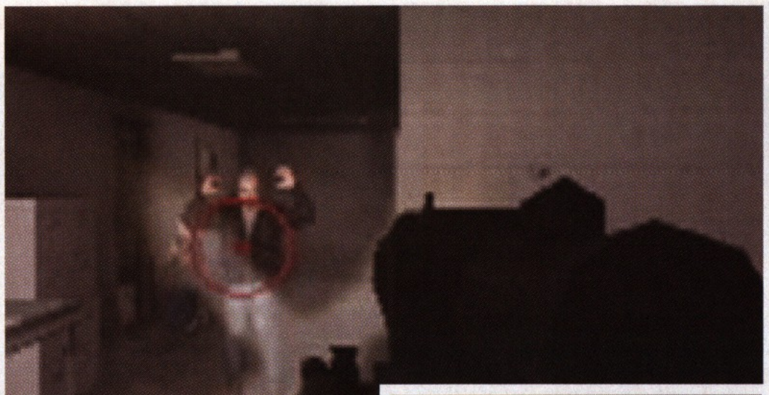
This is a really tough section which requires quick threat identification and sharp shooting. As soon as the new objective onscreen message appears after you've found the CEO, chuck a couple of Tear Gas Grenades into the area in front and to the left of you. Now equip your weapon, crouch, and take out everyone you see, making sure to cover the balcony above the CEO. Position Weber below the balcony on the right and he should take care of anyone that you don't pick up. For more information see BOX 01 to the left.

SHIPYARD

➔ DEFUSE BOMB

From your insertion point go forwards and right. Edge forwards and then look to your left in Sniper Mode. You should see a tango on a walkway below the crane – take him out. Go around the side of the containers and shoot the terrorist out in the open. Move forwards and order your team to move into the area on the left on Zulu. Carry on forwards, shoot the tango on the container to your right, and go up the ladder on your left. Give the Zulu command and then take down all the terrorists below and in front of you. When the threats have been eliminated go back down the ladder and rejoin your team. Order them into the warehouse on the left and they will kill the tango lurking in there. Order them through the door at the end and they will deal with the tango who comes through. Move into the corridor. CHECKPOINT.





No prisoners: He's tried to kill you so show no mercy.

LOUIS LOISELLE

Order your team through the door at the end and then go up the stairs. Order your team through the door at the top and then through the next door to deal with the tango. Order your team to move into the room at the end of the corridor to the left on Zulu. Now move to the door on the right, and go through. Run around to the left and take down the tango whilst ordering Zulu; your team will deal with the rest. Order your squad to regroup and then go through the door at the back of the room. Ignore the stairs for now, order your team to go though the door and clear the warehouse where the bomb is located. Back them up and target all the tangos you see. Target those on the walkway first and then those down below. When the hostiles have been dealt with head down to the warehouse floor and order your team to defuse the bomb.

➔ DEFUSE SECOND BOMB

Head back to the stairwell and take your squad down the stairs into the locker room. CHECKPOINT. Run past the generators and send your squad through the doorway on the right. Follow them and target all the tangos out in the open. Now secure the area by searching behind the crates for any sly customers. The shutters in the ceiling will come down so be prepared to take down the tangos up above. Watch the doorway for a sneaky terrorist. When it's all clear order your team to defuse the bomb.

➔ DEFUSE THIRD BOMB

Head back through the doorway and go through the now open door. Head into the corridor and turn left. Order your team down to the end and back them up. When the tangos are down head to the top of the stairs towards the end of the corridor. CHECKPOINT. Order your squad down the stairs. This bit is tough. See BOX 02 to the right. Order your squad to hold their position by the door. When the tangos out in the open have been dealt with order your team in to mop up the rest. The shutter at the end will open – take down the tango who appears. You're on a timer so be quick. Move into the next room and order your squad to move through the left-hand entrance on Zulu. Move to the right-hand entrance and order Zulu. Move into the final room and take down the tangos. A shutter will open in front of you – take down the tango. Now simply order your squad to defuse the bomb – you should have just enough time left to do this.

CRESPO FOUNDATION

➔ SECURE HOSTAGE

Go through into the lobby and open the door on the right and throw in a Grenade. After the doors have blown your squad will deal with any tangos. Now move into the corridor and follow it around to the left. Shoot the terrorist making a run for it and take your team down to the end. Go through door on the right and order your team to open and clear the next door. Follow them in and mop up all the tangos. Go through the open double doors and go into the corridor. Follow it round, but hang back from the double doors. An explosion will rip them off and tangos will storm into the corridor. Take them down. Now send your squad on ahead into the room. Follow them in and mop up the tangos. Follow the office around and go through the double doors. Order your squad on ahead into the meeting room. Open the doors at the end and shoot the tango on the stairs before going up. CHECKPOINT.

Open the doors at the top and shoot the tango in the corridor. Move forwards and edge around to the right. Shoot the tango standing in the corridor. Move down the corridor and order your team to open, flash and clear the double doors on Zulu. Now open the door to the left and wait by the door inside the room. Give the Zulu command, wait until you hear the Flash Grenade go off and then storm in. Take out any tangos still standing and then cover the door to the left of the double doors – two terrorists will attack. When all is clear, order your team to secure the hostage.

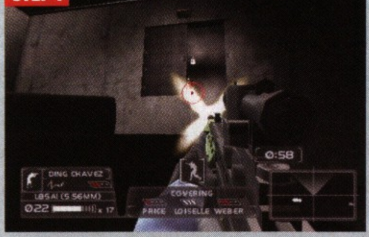
➔ SECURE SECOND HOSTAGE

Go through the double doors, turn left and go through the open door on the right. CHECKPOINT. Go up the stairs, open the door at the top and neutralise the tango to the right. The hostage is through the double doors on the left. Order your team to clear the room. Hang back, take cover in the doorway and snipe the tangos on the upper level. When they are down, move into the room and take out the tangos on the upper level on the other sides of the theatre. When it's clear order your team to secure the hostage. More tangos appear on the upper level in the gantries.

02 DEFUSE THIRD BOMB

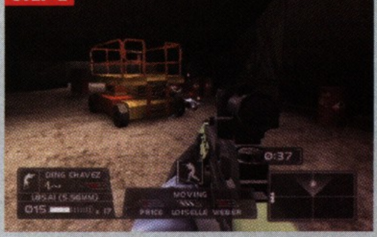
THE SHIPYARD ISN'T A PARTICULARLY HARD LEVEL UNTIL YOU GET TO THE FINAL BOMB. THERE'S A REALLY TOUGH TIME LIMIT AND PLENTY OF TERRORISTS BEHIND GOOD COVER.

STEP 1



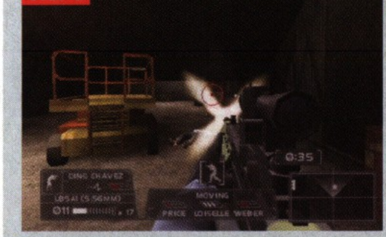
■ Clear out the first room cautiously and then move in to clear out any survivors. As you move forwards be alert as the shutters up here will open to reveal a new threat – take him down asap.

STEP 2



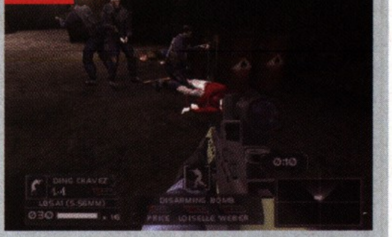
■ Now move towards the room containing the bomb and use Zulu to set up a pincer attack. Order your team through the left-hand entrance while you take the right, taking the terrorists completely by surprise.

STEP 3

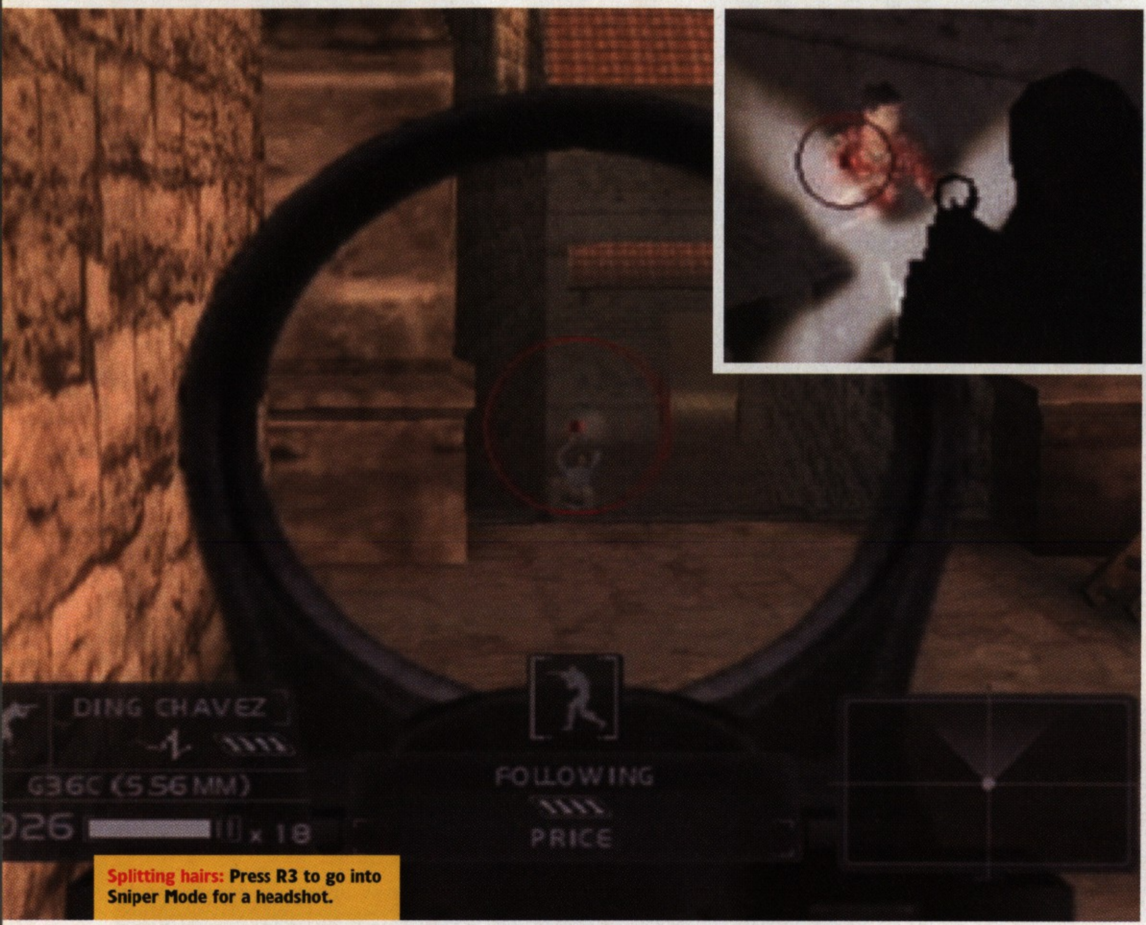


■ Take down the tango by this vehicle while your team clear out the other side of the room. Be careful not to hit any of the red barrels because this could trigger an explosive chain reaction.

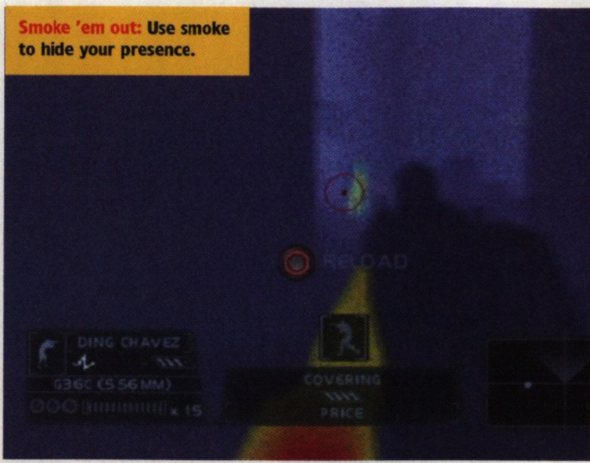
STEP 4



■ You should be used to dead bodies lying around by now so don't hesitate; as soon as the area is clear order your team to defuse the bomb. If you have around ten seconds left on the timer you'll be fine.



Splitting hairs: Press R3 to go into Sniper Mode for a headshot.

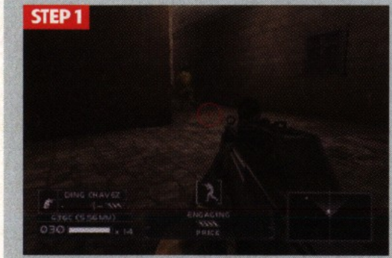


Smoke 'em out: Use smoke to hide your presence.

03 RESCUE THE INFORMER

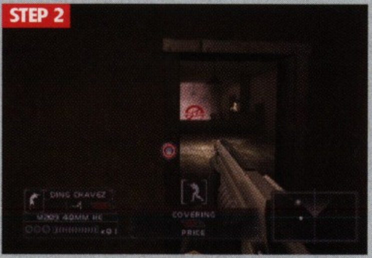
AFTER YOU HAVE CLEARED THE COURTYARD THERE'S JUST THE NOT SO LITTLE MATTER OF RESCUING THE INFORMER TO DEAL WITH. TO GIVE YOURSELF THE BEST POSSIBLE CHANCE, KEEP REPLAYING THE PREVIOUS SECTION UNTIL YOU CAN START THIS ONE WITH LOTS OF HEALTH REMAINING.

STEP 1



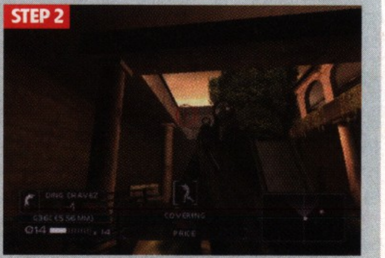
After clearing the courtyard send your team mate around this corner first to deal with the last tango. For some reason he always managed to get a couple of hits on us, making the next section almost impossible to complete.

STEP 2



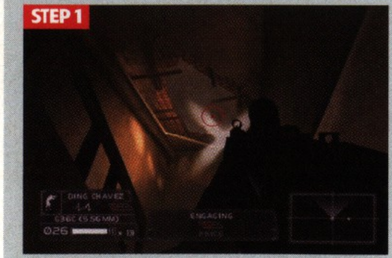
The two terrorists in this room are really head to take down with your gun, so equip your Grenade Launcher and rain down some firey death. If you aren't sure that they are both dead, send Price in to clear them up.

STEP 2



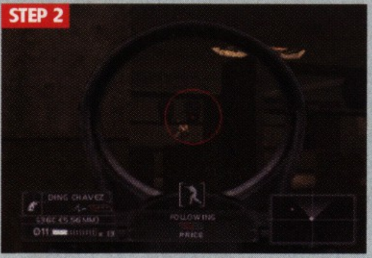
After you've taken down the two tangos on the ground in the next room, hang back and wait for the next one up on the roof to come into view. Take him down and then head across the courtyard.

STEP 1



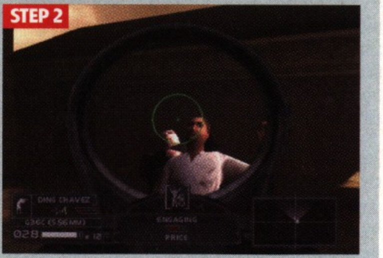
As you approach the stairs wait for the roof to come crashing down. Now aim high and take down the tangos who would other wise shoot you in the back as you went up the stairs. Now move on up the stairs.

STEP 2



At the top you will come to this room with lots of shelves and a couple of patrolling guards. Be stealthy and slowly edge out in Sniper Mode. Wait until you can see them both and then take them down with quick bursts.

STEP 2



After you've taken down the other terrorists guarding the informer, the final one will take him hostage. Take a deep breath, go into Sniper Mode, and take him down with a headshot – he leaves you plenty to aim at.

→ NEUTRALISE TERRORIST DESTROYING RECORDS

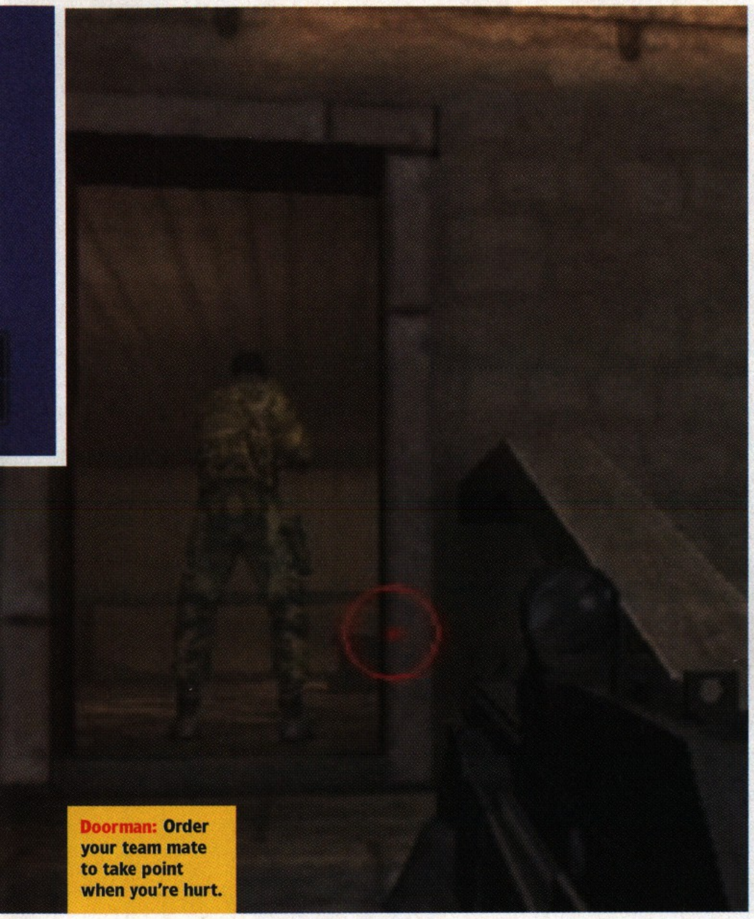
Go back out into the corridor and follow it through to the open double doors. CHECKPOINT. Go up the stairs and through the double doors. Follow the corridor around to the right and take down the tango in the distance. Move forwards and order your team to open and clear the double doors on your left. Meanwhile, move forwards and turn right at the end. Take down the tango up ahead. When you're team have cleared the room order them to join you and carry on to the end of the corridor. Order your team to open, flash and clear the double doors on the right. After the Flash Grenade has gone off, back them up and shoot the tangos you can see in the next room, including the terrorist destroying the records.

OLD CITY

→ LOCATE INFORMER

Move forwards and then face left. Snipe the tango at the bottom of the steps. Move down the steps, keeping to the left-hand side. Shoot the terrorist standing by the doorway and then move to the right-hand side and carry on down the steps. There's a tango lurking to the left at the bottom of the steps. Pop out and shoot him and then quickly target the tango in the window, also to the left. Now move into the doorway, equip your Grenade Launcher and fire a round into the doorway at the far end of the room on the left. This will deal with a tango who would otherwise burst out and give you bother.

Now move towards the doorway and order Price on ahead into the next room. Follow him in and take out the tangos in the room before turning your attention to those in the windows of the building opposite. When they are clear edge up to



Doorman: Order your team mate to take point when you're hurt.

DING CHAVEZ
M60E4 (7.62MM)
073
x09
FOLLOWING
PRICE

Smoke and dagger: The perfect way to stay alive.

the widow in the right-hand wall and take down the two tangos down below. Now send Price through the door and he will take out the tango in the window opposite. Move down the stairs, face left, kill the tango and move forwards. CHECKPOINT.

Wait for the Grenade to go off before throwing a Smoke Grenade around the next corner. Go into thermal imaging mode and taking down the tangos low to the right and left and the one up on the roof to the right. Move forwards (in normal vision) and take out the tango behind the crate on the right and the one in the small room on the left. Go through the doorway on the right and throw a Grenade into the next room. When it goes off storm in and take down any surviving tangos.

Open the door at the end and back off. Wait for the Grenades to go off and then edge out facing left, using the door as cover from the rear. Shoot the tango in front of you and then turn around. Edge left and shoot the terrorist in the window. Now throw a Grenade around the corner to the right. When it's exploded go around the corner and mop up any survivors at the barricade. No go up the steps and order Price to open and clear the door at the top. Follow him in when it's clear, go down the stairs and around to the left. Approach the doo and you will be relieved to hit another CHECKPOINT.

➔ SECURE COURTYARD

Move forwards and then left. Take down the tango and then move forwards. Take out the terrorist who comes running at you and then move up to the fence on the right. Order Price to hold his position. Look through the gaps in the fence and if you see any tangos waste them. Now carefully edge forwards towards the hut and shoot the hostile who appears in the open window. Edge forwards, order Price to follow you, and look to the right. Take out the tango in the open and the one high up on the rooftop. Look right and take out the tango that's hard to see up on the rooftop. An RPG will smash into the van in front of you. This signals that the area in front of you is now clear. Move forwards and look right. Take out the tango approaching you from around the corner. Move down the alleyway on the right-hand side and send Price on ahead around the corner to deal with the tango. Now move down to the end and go through the door on the left. Head left and send Price into the room at the end to deal with the tango. Now turn around and head through the opposite doorway. CHECKPOINT.

➔ RESCUE INFORMER

See BOX 03 to the left. Move forwards and equip your Grenade Launcher. Open the door to the left and fire a round at the two tangos behind the boxes before quickly taking cover. Re-equip your gun and take out any survivors. Move into the room and open the door on the left. Take cover and wait until the shooting stops. Now edge out until the tango on the right comes into view – kill him. Now edge out further until the tango in front of you comes into view. Kill him too. Now move forwards into the courtyard and look up on the ledge to the left – take down the sniper.

Move across the courtyard to the far right-hand corner. Order to Price to open and clear. Follow him in and then move to the right and forwards towards the stairs. Hang back before the arches by the wall and wait for the three tangos to come into view – take them down one by one. Now move to the left and then follow the corridor around to the side of the stairs. Take forwards, aiming high, until the ceiling collapses. Take down the tango up above before he can target you. Now go up the stairs and go through the door. Crouch and move forwards. Look to the left and snipe the two tangos through the standing shelves.

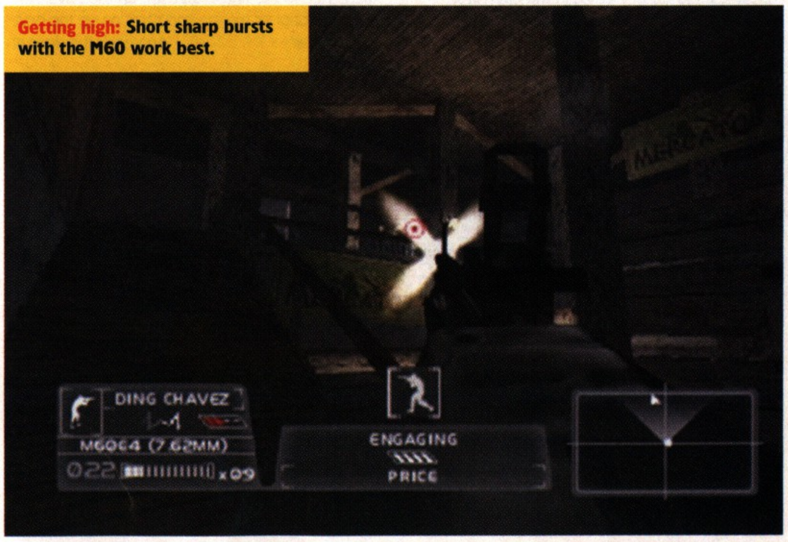
Go through the opening on the right-hand side of the room and follow the corridor to the left. Hang back before the corner and shoot the tango as he walks around. Follow the corridor up the steps to the door. Go through it and order Price to open and clear the next one. The Informer is in here, so take down the guards and one will take the Informer hostage. Quickly go into Sniper Mode and take him down with a headshot before he kills the Informer. Now simply order Price to secure the Informer by pressing ⊗.

TRIESTE

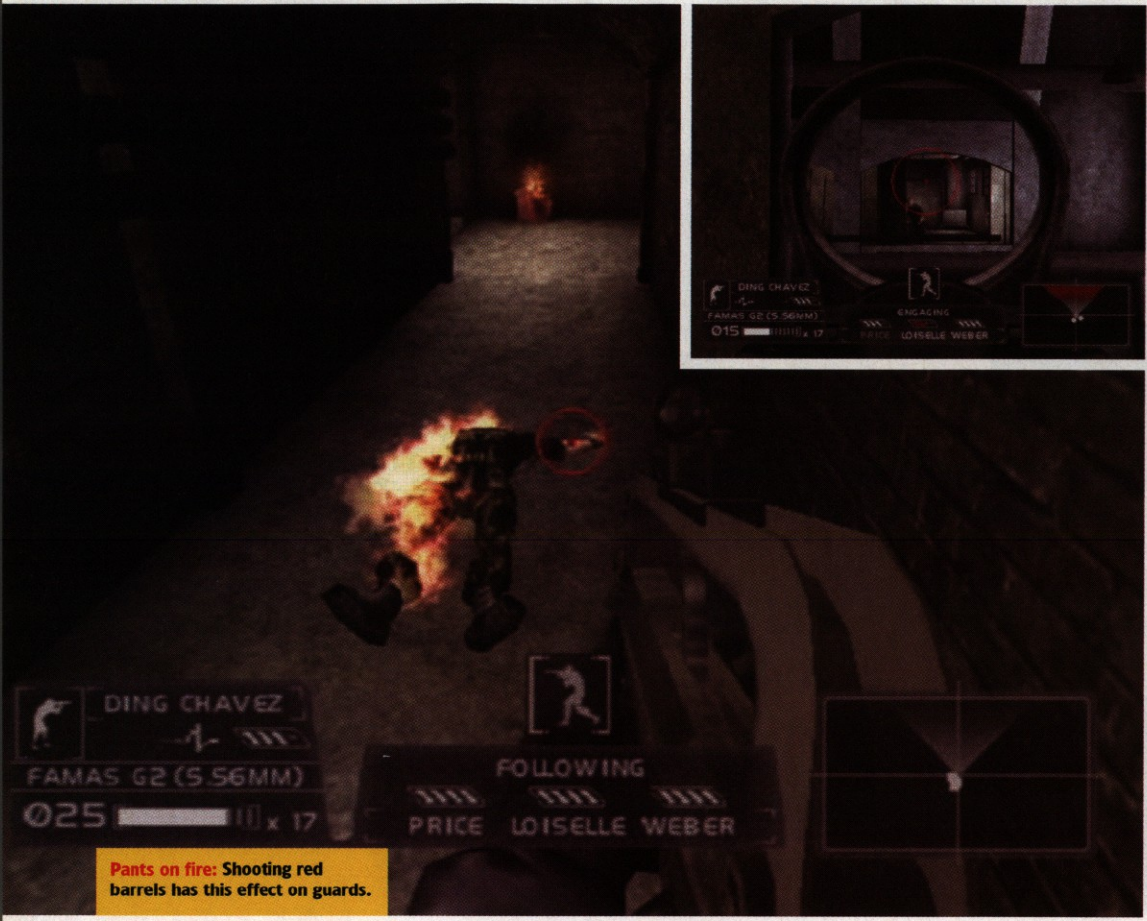
FIND TEAM MATES IN TOWN

For this mission you can't let Price die or else it's game over. From your insertion point move forwards and shoot the tango walking down the alley to the right. Carry on forwards and turn right at the corner and shoot the tango to the left. Order Price into the opening on the left and back him up. Whilst he takes the tango on the left down, look right and take out the terrorist in the room through the window. Now quickly spin to the right back to where you came from and shoot the tango high up in the window. Regroup and carry on forwards and then right.

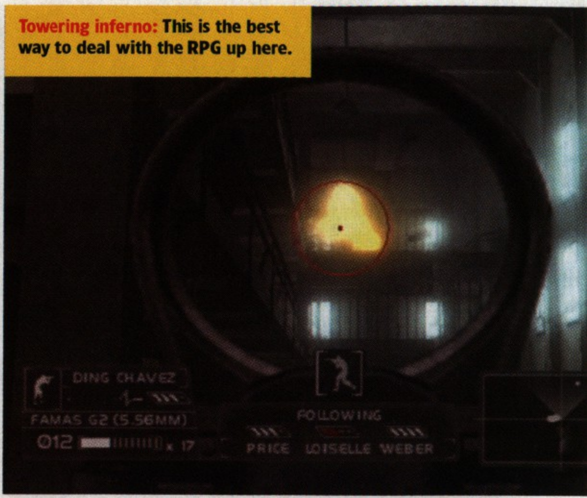
Down those steps is serious trouble. There are tangos to the left and right as well as in the warehouse beyond. Stick to the right-hand wall and go down the steps. Throw a couple of Smoke Grenades to the left so the tango up high and those in the warehouse can't see you. Now move to the left-hand wall, face right and edge left until the first tango comes into view – take him out. Now



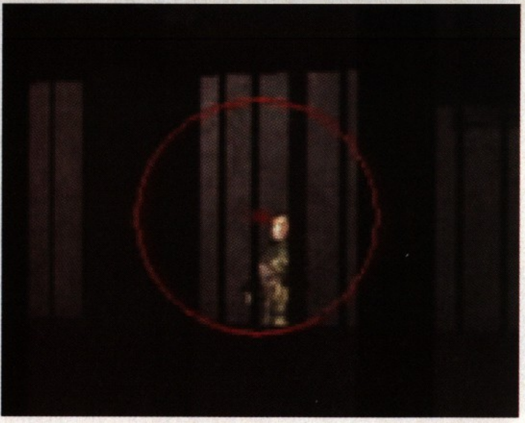
Getting high: Short sharp bursts with the M60 work best.



Pants on fire: Shooting red barrels has this effect on guards.



Towering inferno: This is the best way to deal with the RPG up here.



move into the alley and, with Price, take down the tangos low and high. When they are down, turn round and, using thermal imaging, take out the tango high up on the wall.

Move towards the warehouse entrance and take down the tango lurking there. Edge into the warehouse and keep an eye on the area through the wooden slats to the right – a tango is lurking here. Take him down when you get a visual. Now take down all the tangos on the upper level before moving up the stairs. Order Price to hold his position at the top and wait for the sound of a Grenade being thrown. After it has gone off throw a Smoke Grenade to the left through the doorway. After it has taken effect order Price through the door to target the tangos to the left.

Now go through and take out the tango high to the right and the one in the open area, also to the right. Move into the main area, face the entrance to the upper warehouse and walk backwards. A tango will appear on the roof – take him down. Now go over to the door on the far side and open it. Look right and take down the tango. Go left towards the door. CHECKPOINT. Open the door and kill the tango standing in front of the flames.

➔ RESCUE TEAM MATES IN TOWN

Go around the bookshelves to the now open door. Face right, edge through the doorway and take down the terrorist. Move to the next door and go through with Price behind you. Open the next door, face right, edge out and take the hostile down. Go down the stairs and at the bottom look right. Take out the terrorist through the arches.

Move forwards and then look left. Take out the tangos on top of the barricade blocking the big arch. Move right and take out the tangos in the building your team mates are firing at. Now take down the hostile who has appeared on the barricade and it's job done.

ALCATRAZ

➔ USE THE SEWERS TO INFILTRATE THE PRISON

Go down the stairs and approach the doorway at the bottom of the steps and head through and down the next set of steps. Look through the doorway and shoot the tango across the sewer. Now run across the sewer and to the position where the dead tango is. Look right and edge out into the corridor. Shoot the two terrorists who come into view at the end of the corridor. Move forwards to where they were and go around the boxes. Now shoot the red barrel at the end of the corridor and the explosion will flame the last tango who's lurking there. Run to the end and go left up the stairs. Now open the door at the top and carry on up the next flight of stairs. CHECKPOINT. Approach the door at the top.

➔ SECURE THE SHOWER AREA

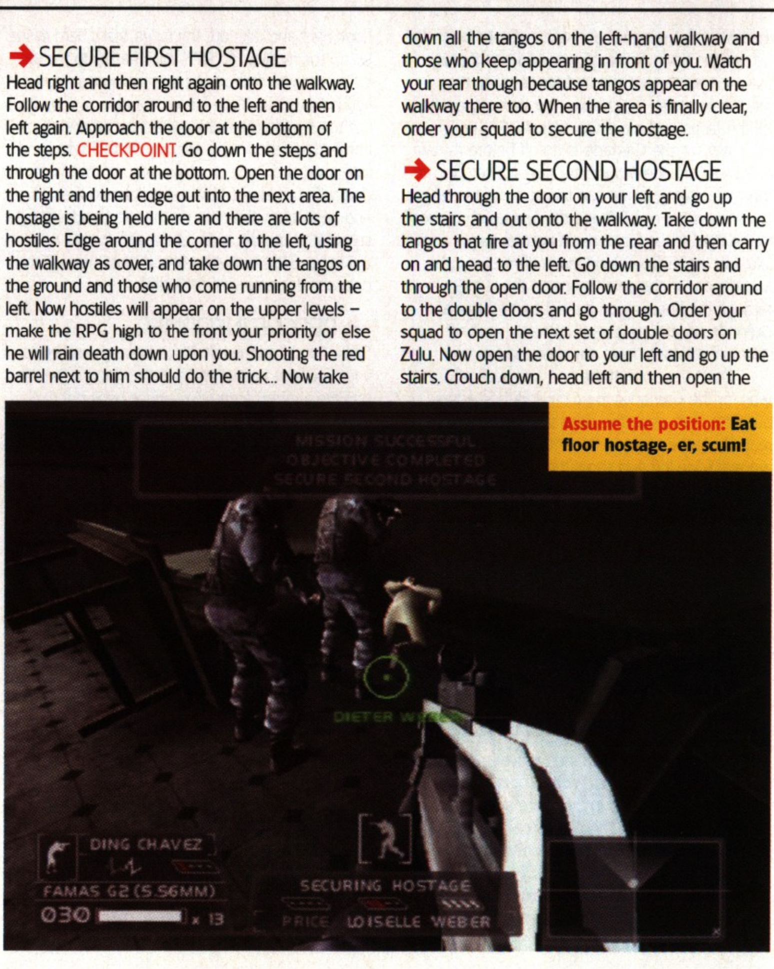
Order your squad to open and clear the door at the top of the stairs. Now move into the central area and take cover by the showers. A load of tangos appear from nowhere and you don't want to be caught in the open. Target the upper walkways and the balcony at the far end, and target all the terrorists you can. Your squad will deal with the rest. When the area's clear head towards the now open door next to the one you originally came through. Take down the tango here. Head left and move into the next room. Go past the bookshelves, open the door on the left and take down the hostile by the archway. Move through the archway and go through the door. Head up the stairs and then left onto the walkway overlooking the shower area. Take down the tangos on the opposite walkway and then head left along the walkway and up the steps.

➔ SECURE FIRST HOSTAGE

Head right and then right again onto the walkway. Follow the corridor around to the left and then left again. Approach the door at the bottom of the steps. CHECKPOINT. Go down the steps and through the door at the bottom. Open the door on the right and then edge out into the next area. The hostage is being held here and there are lots of hostiles. Edge around the corner to the left, using the walkway as cover, and take down the tangos on the ground and those who come running from the left. Now hostiles will appear on the upper levels – make the RPG high to the front your priority or else he will rain death down upon you. Shooting the red barrel next to him should do the trick... Now take down all the tangos on the left-hand walkway and those who keep appearing in front of you. Watch your rear though because tangos appear on the walkway there too. When the area is finally clear, order your squad to secure the hostage.

➔ SECURE SECOND HOSTAGE

Head through the door on your left and go up the stairs and out onto the walkway. Take down the tangos that fire at you from the rear and then carry on and head to the left. Go down the stairs and through the open door. Follow the corridor around to the double doors and go through. Order your squad to open the next set of double doors on Zulu. Now open the door to your left and go up the stairs. Crouch down, head left and then open the



Assume the position: Eat floor hostage, er, scum!

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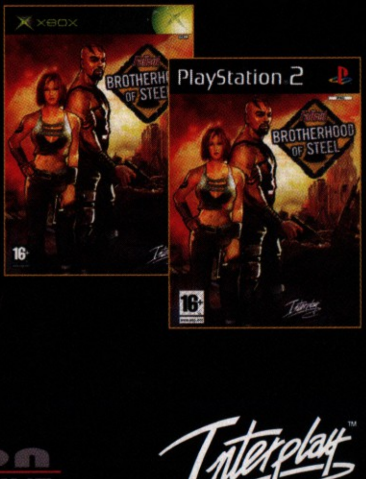
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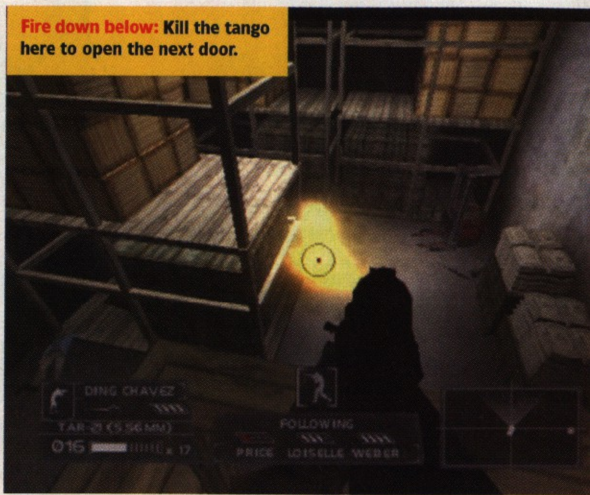
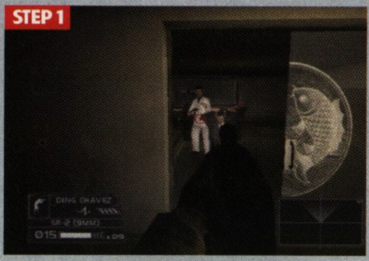


Fire down below: Kill the tango here to open the next door.

04 PENTHOUSE

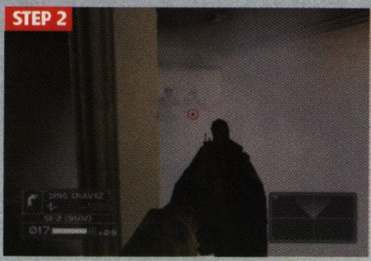
GETTING THE ACCOUNTANT TO THE EXTRACTION ZONE IS NO MEAN FEAT. THERE ARE LOTS OF GUARDS AND YOUR MACHINE PISTOL IS BY NO MEANS THE MOST EFFECTIVE WEAPON IN THE GAME.

STEP 1



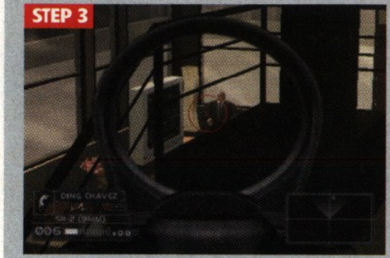
After you've hacked the computer and cleared the top floor, storm down the stairs and take out the terrorists who are about to kill the accountant.

STEP 2



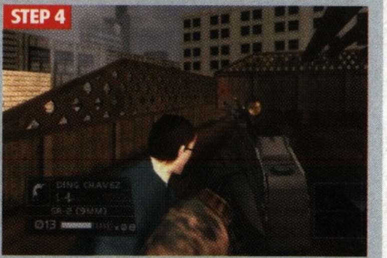
Don't talk to the accountant yet, throw some Tear Gas Grenades into the corridor because some more guards are on their way. Shoot them as they choke on the gas.

STEP 3



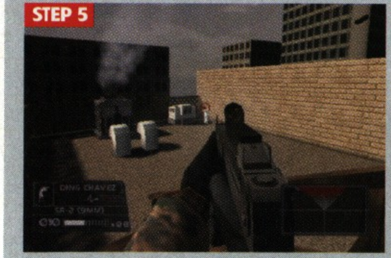
Leave the accountant where he is and move to the area overlooking the kitchen and living room. Go into Sniper Mode and kill all of the guards here. Now go and get the accountant.

STEP 4



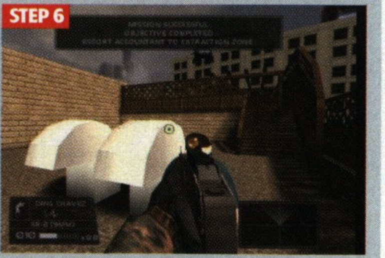
Head back to where you began the mission and go up the stairs and onto the roof. Shoot the terrorist immediately to your left before he can harm you or the accountant.

STEP 5



Now move forwards and take down the guard who is standing near your extraction point. He's well cammoflagued in his white suit but you'll soon spot him.

STEP 6



With the Penthouse now completely clear of all hostiles simply move to the extraction point marked on your radar with the accountant. It's a job well done.

door on your right. Edge forwards and take out the guard at the bottom of the stairs. Now order Zulu, stand up and take out the tango on the opposite gantry. When it's all clear go down to rejoin your team and order them to secure the hostage.

IMPORT/ EXPORT

SECURE EVIDENCE

Move forwards and order your team to open and clear the door on your right. When the first two tangos are down, follow them in and take down the two tangos in the corridor to the left. Move around the counter and take down the two hostiles at the end of the right-hand corridor, through the door. Move down the corridor and open the door on the left and take down the tango. Now head back out and continue down the corridor to the weapons stash at the end.

SECURE INCRIMINATING DOCUMENTS

Go through the door and order your team up the flight of stairs, they will deal with the tangos on the rooftop. Now follow them up the stairs and order them to open and clear the room at the top. Storm in after them and take down the tangos before they have a chance to throw any Grenades. When it's clear move through the room to the open door at the opposite end. Edge through the next door and take down the two tangos. Now approach the next door. CHECKPOINT.

Order your team to open and clear through the next door. Follow them in and look left through the window. Take down the two tangos on the opposite walkway and the two down below. Your team will deal with the tangos to the right. Now go through the door on the left onto the balcony and kill the tango down below – shooting the red barrel should do the trick. Now go through the open door next to the ringing telephone. Follow the corridor and go into the next room and take down the two tangos. Go to the other side of the room and through the door on the right. Shoot the tango at the bottom of the stairs and then head down. Edge out right at the bottom of the first flight and take down the two tangos. Carry on forwards through the open door into the locker room and then through the next open door. CHECKPOINT. Go through the next door to find the documents.

SECURE THE FACILITY

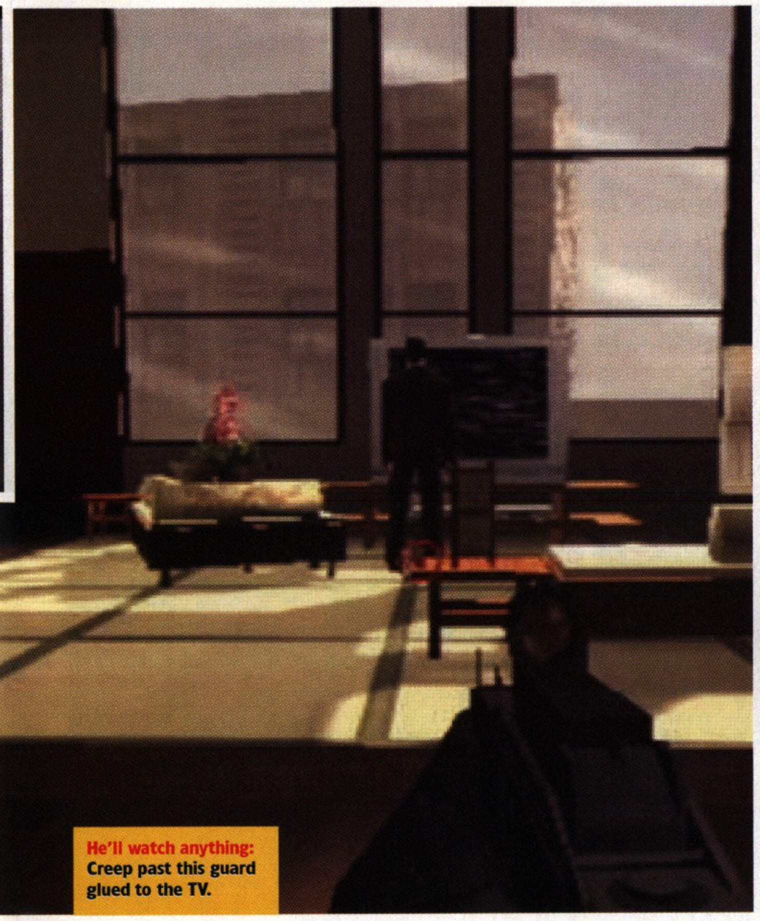
Order your team to open and clear the door on the left. Follow them out into the open. Take down the tangos you can see lurking around the facility and beware of snipers up on the rooftops on all sides. Three appear on the rooftop beyond the facility and a couple behind and to the sides of you. Edge forwards and clear out the area in front of the facility.

Now head behind the wooden partition on the right as you head back to where you entered the area from. The shutter will come up. Hold your ground and take out any hostiles that come out. Now send your team into the facility area and follow them in, holding back by the shutter. Keep scanning the top of the storage areas for tangos. When all the enemies are dead it's mission complete.

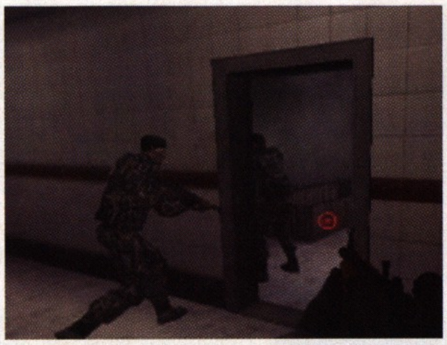
PENTHOUSE

BUG TELEPHONE

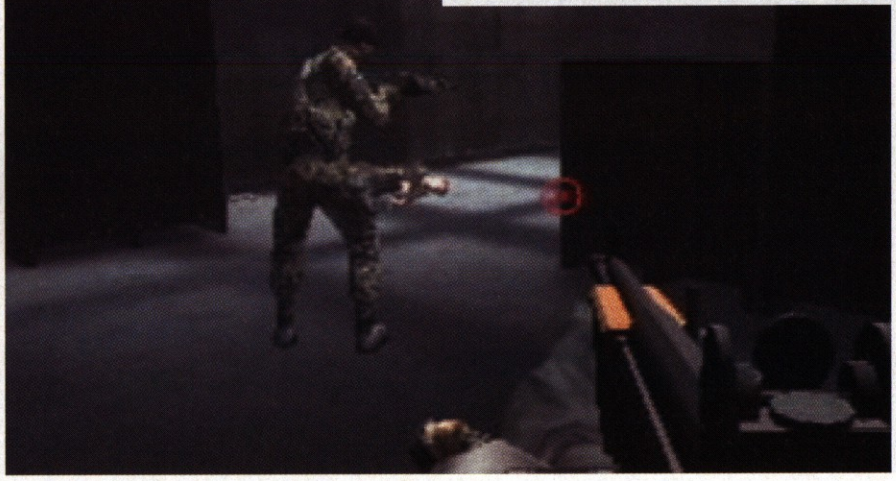
This mission is all about stealth – if you're seen it's mission over. Go through the door on your right and then follow the corridor around and go through the double glass doors. Now crouch and walk very slowly otherwise the guards will be



He'll watch anything: Creep past this guard glued to the TV.



RELOAD
DING CHAVEZ
M203 40MM RP
COVERING
PRICE LOISELLE WEBER



Tail end Charlie: Cover your team's rear as they move in.

alerted by your footsteps. Go right and then left. You'll see a guard watching a fuzzy TV. Creep past him and head to the left. Go up the steps to the kitchen and then go up the stairs – the guards will keep facing the other way. Follow the corridor around and then duck behind the screen to where the telephone is. Go up to it and hold ⊗ to bug it.

HACK COMPUTER

Wait for the patrolling guard (shown by a red dot on your radar) to move away and then move out from behind the screen. Move straight forwards into the area with the bonzai trees. Carry on down the corridor and follow it around to the right, making sure to avoid any guards. Take the first corridor on the left and you'll see the computer room where the accountant is. However, there's an unexpected presence there so carry on past it and creep up the stairs. CHECKPOINT.

Wait at the top of the stairs and position yourself so that you can see a small portion of the corridor ahead between the corner in front of you and the wall to you left. Wait for the guard dressed in white to walk past, wait a few seconds more and then move forwards towards the plant pot. Turn left and then open the door on your left. Creep into the room and move right alongside the screen. Go behind it and hold ⊗ at the computer to hack it.

ESCORT ACCOUNTANT TO EXTRACTION ZONE

You can forget the cloak and dagger approach now, you have to rescue the accountant and get him to safety. Stand up and go and take out the guard in the corner of the room and the one who appears in the doorway. Go back out into the corridor, head left and then right to shoot the guard in the central area. Head back towards the stairs and take down the guard dressed in black. Edge down the stairs and shoot the guard at the bottom. Your weapon has a small magazine so make sure to keep an eye on your ammo status – you won't want to have to reload during a shootout. Now head to the computer room you passed earlier. See BOX 04 to the left. Take out the two tangos with the accountant. Move up to him and then quickly turn around and throw a Tear Gas Grenade into the corridor because some more guards are coming.

Whilst they are choking on the gas, take them all down. Don't talk to the accountant yet. Move out of the computer room, head left and then right. Go into Sniper Mode and shoot all the guards in the kitchen and TV room through the windows on your left. Now run back and get the accountant. Run down into the living area and head back to where you were originally inserted. Shoot the guard you encounter along the way. Now go up the stairs and through the door at the top. Go up the steps and immediately turn left and shoot the guard in the corner. Now head towards the next set of steps and shoot the guard in the area below. Now simply head towards the dot on your radar to be extracted.

MEAT PACKAGING PLANT

LOCATE CHEMICAL BARRELS

Move to the door on the opposite side of the room. Go through into the corridor and follow it along. Go through the doorway at the end and turn right to take the tango down. Move to the door on your left and order your squad to open and clear. Follow them in and look left. The shutter at the end of the room will open, take down the hostile behind it. Now move to the right-hand side of the room and move to the doorway at the far end beyond the doorway with the steps leading up. Move into the corridor. The plan's changed – the terrorists have taken two hostages.

SECURE HOSTAGE

Follow the corridor around to the left and take down the terrorist at the end. Go through the two doorways and into the next corridor. Edge around to the left and take down the hostile through the window. Now order your team into the next room on the right and follow them in. Take out the tangos behind the barrels at both ends of the room. When it's clear head up the ramp and into the corridor. Go through the doorway at the end and back round. CHECKPOINT. Send your squad on ahead around to the right and they will deal with the tangos in the room to the right and up ahead. When it's clear follow the corridor around and down to the changing room.

Order your team to open and clear the door on the left and follow them in, taking down the tango on the left by the shelves. Now go through the doorway, face right and take out the tango behind the boxes in the next room. Go through the doorway by the barrels and bear right. This next bit is tricky. Edge out towards the doorway on your left, equip your Grenade Launcher and fire a round into the opposite doorway on the ramp. Now order your squad into the room. When it's clear go up the ramp and through the doorway up ahead. Face right and take down the terrorist guarding the hostage. Now order your team to secure him.

SECURE SECOND HOSTAGE

Go back and through the doorway on the ramp. Carry on through and approach the door up ahead. CHECKPOINT. Move down the corridor and order your team through the doorway on the left. Follow them in and take out the tangos on the upper level to the right. Be wary of Grenades. When it's clear go through the door on the left-hand side and go into the corridor. Follow it around and order your team through the doorway on the left. Follow them in and then go through the next doorway and take out the tango on the right. Go through the doorway and up the stairs. Shoot the tango up ahead and keep going. Go through the door on the left. CHECKPOINT. Go through the doorway and take down all the tangos in the area through the windows. Now go through the door and take out the terrorist in the distance up ahead. When it's all clear order your team to secure the hostage.

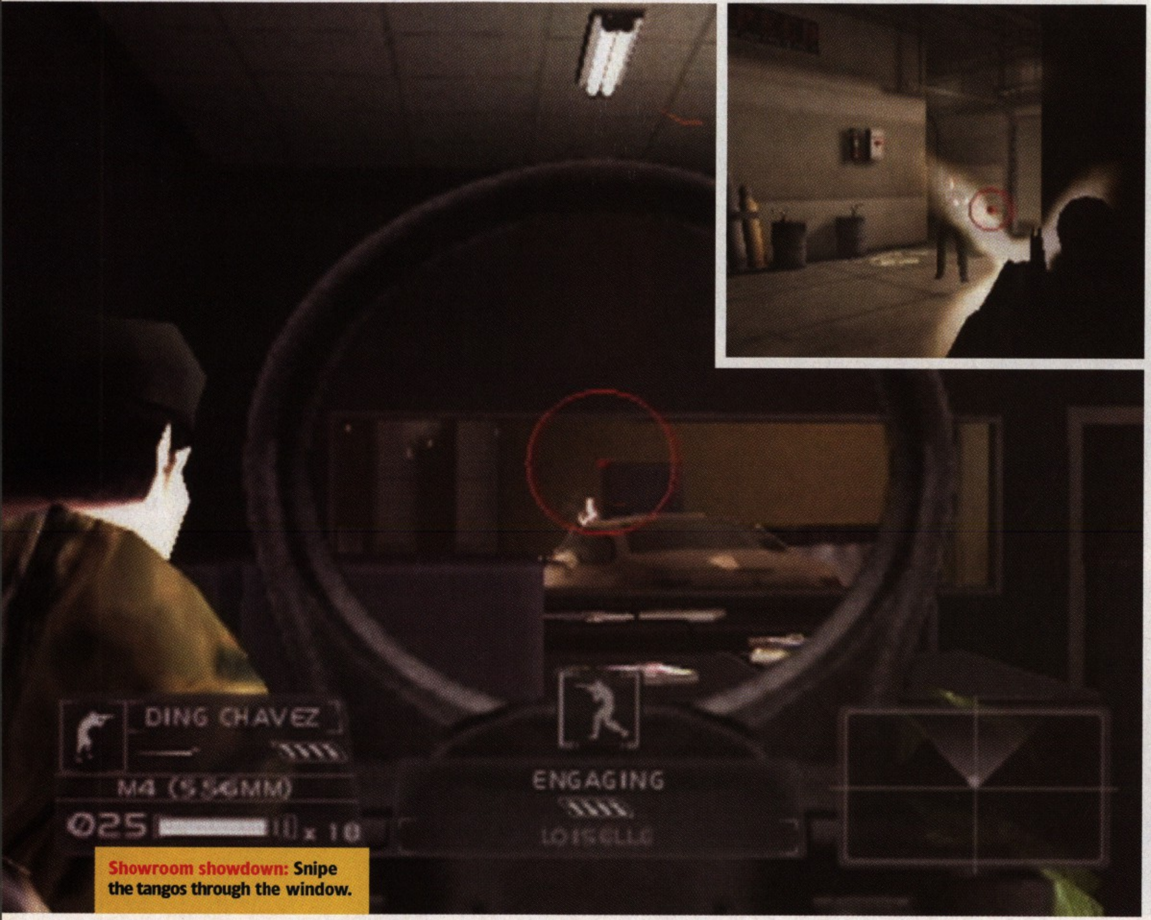
LOCATE CHEMICAL BARRELS

Move past the hostage and head down the corridor to the right. Follow it around to the left and sidestep facing right past the window. Take down the tango and then carry on forwards. Go down the stairs into the next room. The shutter to your right will come up – take down the tangos who appear. Go through the shutter entrance and into the changing room. Order your squad to open and clear the double doors. Follow them in and clear out the tangos lurking by the various containers. Now go through the doorway on the far left-hand side. Follow the corridor round and order your squad into the room on the right. When it's clear move through the entranceway on the left and follow the corridor to the barrels at the end.

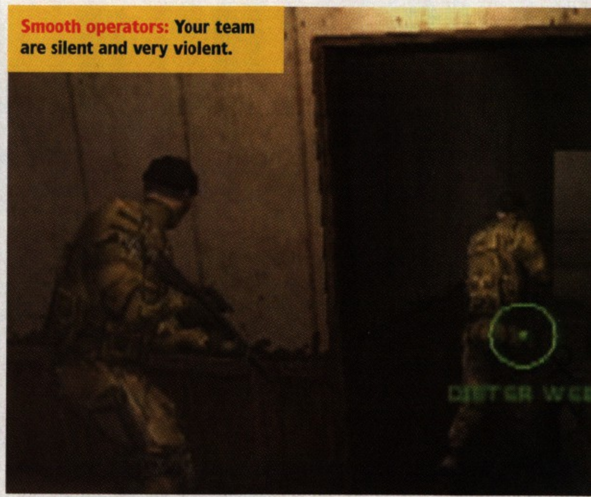
GARAGE

LOCATE VARGAS

Go through the door on your left. There's a terrorist hiding behind the locker on the far left-hand side of the room so edge forwards and take him out. Now go through the double doors, go into Sniper Mode and take out the tangos through the window. There are six of them and two on the walkway (including an RPG) to the left. When they are all down go through the double doors and move past



Showroom showdown: Snipe the tangos through the window.



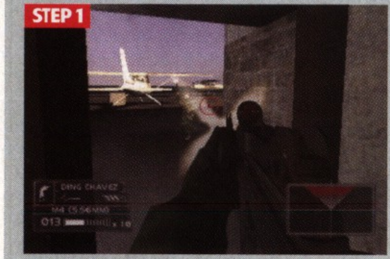
Smooth operators: Your team are silent and very violent.

LOUIS LOISELLE

05 GETTING PAST THE AIRFIELD

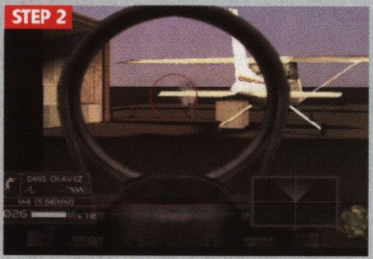
ALTHOUGH THIS ISN'T THE FINAL SHOWDOWN, THIS IS THE TOUGHEST PART OF THE FINAL LEVEL. YOU NEED TO CLEAR THIS AREA WITHOUT LOSING MUCH LIFE BECAUSE YOU WILL NEED AS MUCH AS YOU CAN GET TO MAKE IT THROUGH THE FINAL HANGAR SECTION.

STEP 1



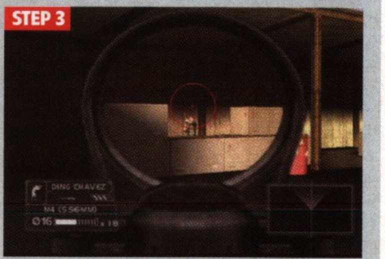
Open the door here and then simply wait for this terrorist to appear. You'll need really quick reactions to take him out before he takes down your health. You're at a checkpoint so you can keep retrying this bit.

STEP 2



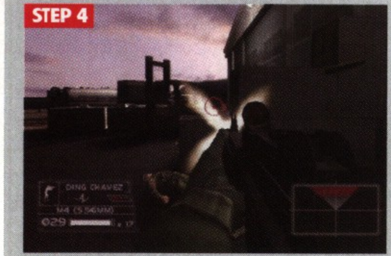
Now you have to deal with the RPG-bearing terrorist before he blows you sky high. Go into Sniper Mode and take him down as quickly as possible. If he does manage to get a round off quickly back away into the room behind you.

STEP 3



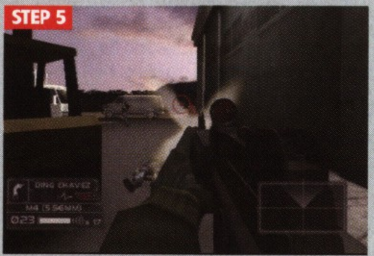
Now edge out to the left and target the terrorist taking cover in the building. Wait for him to pop up and quickly let off a couple of burst before he can fire at you. Alternatively, try shooting the red barrel.

STEP 4



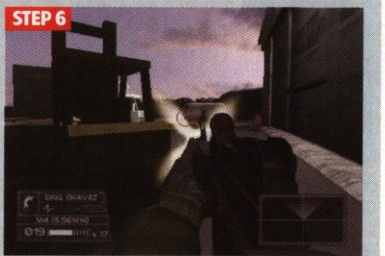
Now head to the right, keeping your sights targeted at the boxes here. When the tango comes into view give him a face full of lead, but keep an eye on your left flank for any other terrorists. Take them down too.

STEP 5



Now edge forwards and be prepared for a real onslaught. Two tangos will appear – target the one who is stationary on the right first of all. You will need to take him down quickly before the other one wastes you.

STEP 6



Now quickly target the tango on the left who makes a mad charge at you. He can really take your health down so get him as soon as you possibly can. Now simply head towards the hangar to begin the final section.

the car on the revolving platform. Now go up the stairs onto the walkway and move along it. Shoot the tango who appears at the end and then move to the double doors at the end. Order Loiselle to open and clear. Follow him in and take out the two tangos. Move into the meeting room and go through the open door at the end.

Move left down the corridor. Edge out facing left at the top of the stairs and take down the hostile at the bottom. Shoot the tango through the doorway at the bottom and then follow the corridor to the right. At the corner, edge out facing left and take down the tango. Take out the two tangos beyond the next doorway and then order Loiselle on ahead into the garage. Follow him in and take down the three hostiles. Move through the open door and approach the next door. CHECKPOINT.

Order Loiselle through the door on the right and follow him in. Take down the two tangos in the first area. Now move past the car and edge left. Take out the tango who comes into view and then keep edging out, taking out the tangos as they appear. Quickly swing left and take down the terrorist below the car lift. When it's all clear move to the door opposite. Follow the corridor around and send Loiselle through the doorway on the right. Follow him in and you'll see Vargas dressed in a white top and pink trousers. He runs for it – take down the tango and give chase around the corner to the left.

➔ SECURE VARGAS

Shoot all the tangos but don't harm Vargas – you need to take him alive. Watch out for the tango in the office on the right and then take the far doorway on the right. Take down the tango by the shelves and then go through the next doorway. Head around to the right and then go through the doorway into the canteen. Take down the two tangos and then go through the doorway at the end and head left. Turn right at the kink in the

NEW OBJECTIVE
LOCATE CRESPO
DING CHAVEZ
M4 (5.56MM)
026
x 18
CHAVEZ

Last man standing: Kill this tango and you've finished it.

Sneaky does it: Make sure the guard doesn't spot you here.

corridor and then right again to deal with the terrorist in the office. You have to be quick now – Vargas has left the building and is about to make a dash for it in a car. Turn around and take the passageway to the left and go through the door at the end. Face right, go into Sniper Mode and take out the driver in the car. Remember, it's a left-hand drive!

PARADE

➔ DEFUSE CHEMICAL BOMB

Head forwards past the flaming barrel and then head left. Go right at the stalls and then turn left at the end of the stalls and shoot the tango lurking behind them. Turn around and edge into the market place. Shoot the terrorist who appears up ahead and then look right and take down the hostile beyond the stall on the right. Now move around the left-hand side of the market place. Take down the two tangos by the door and then zoom in on the rooftop high in front of you and take down the sniper by the satellite dish. Quickly swivel round and take down the terrorist on the awning.

Now go through the doorway on your left. Hold ⊗ to unlock the door on your left. Go through and up the first flight of stairs. Turn around, edge left and take down the tango at the top of the next flight. Go to the top and edge out into the doorway on the left to shoot the terrorist through the window. Now send your team through the doorway to deal with the tango. Now go back past the stairs you came up and go through the door there. Shoot the tango in the hallway through the doorway and head on through. Go left and take out the tango in the room on the left. Now open the hallway door, edge through facing right and take down the tango.

Now go left and follow the corridor around. Send your team through the doorway on the right and they will deal with the tango on the stairs. Now go down the stairs to the door at the bottom. CHECKPOINT. Order your squad to open and clear the door on the right. The bomb is on the float to your right but first you have to deal with an onslaught of hostiles. Move towards the float and take out the tango, your squad will deal with those on the rooftops. Now order your team to defuse the bomb. But there's a catch – there's a failsafe device with a timer!

➔ DISARM FAILSAFE DEVICE

You're on a timer so don't hang around. Head back past the float and head towards the alleyway on the right. Go down it, face right and edge out so you can see through the doorway on the right. Take down the tango by the bar and then edge through the door facing left. Take down the tangos in the pool room. Go into the pool room face right and take down the tangos beyond the arch. Head through and go through the doorway on the left. CHECKPOINT. Go up the stairs and face right at the top to deal with the tango on the raised level. Now go through the doorway, take the corridor on the left and follow it stealthily round to the right and shoot the two tangos.

Go through the doorway on the left and take down the terrorist on the far side of the room. Open the door in the opposite wall, edge out facing left and take down the tango. Turn around and go down the corridor, carrying straight on through the open doorway. Go up the stairs and left through the doorway. Shoot the tango who bursts through the doorway at the end. Go down the corridor and peek into the area on the right. Edge out and take the tango on the left down. Now look right and deal with his mate. Edge forwards and the skylight will come crashing down – shoot the two terrorists up on the roof. Now run towards the corridor on the right. Open the door near the end, edge into the room facing right and kill the guard. Now run up to the laptop and hold ⊗ to disarm the failsafe device in the nick of time.

AIRPORT

➔ PLANT EXPLOSIVES IN CRATE

It's stealth time again. Crouch and go through the door to your left. Move down the corridor and then go up the stairs to your right. Go right and approach the door by the sofa and chair. Wait here until you hear footsteps and a door opening – this signals the guard leaving the room you need to move through. Go through the door and close it behind you. Now move to the door in front of you, open it, go through and then close it. Move left along the balcony and stay crouched so you can't be seen through the windows behind you. Watch the guard's movement down below and when he walks behind the truck climb down the ladder. Now edge along to the left-hand side of the truck, keep behind the guard just out of sight. Wait until he turns right and moves around, away from the van. Now move up the left-hand side of the van with its backdoors open. Wait here until you are sure that the guard is well out of the way. Now move to the back of the van and hold ⊗ to plant the explosives.

➔ LOCATE CRESPO

Your weapons are free now so forget about being stealthy. Take the guard down and go up the stairs to the right of the ladder. Go down the corridor and then down the stairs, shooting the tango at the bottom. Go right down the corridor and then right at the end. CHECKPOINT. Open the door to your left. See BOX 05 to the left. Wait for the tango to appear from the right and take him out. Edge right and take down the RPG by the light aircraft. Now face left and take down the tango in the three-sided building. Edge forwards and face right. Take down the tango by the boxes and the one running to your left. Now move forwards and right and take down the tango by the forklift truck. Wait there and take down the two tangos when they come charging at you. When they are down run forwards and go right after the van. Approach the half-closed shutter. CHECKPOINT. Move across the room to the far right-hand corner and shoot the tango who comes around the corner. Go right around the corner and open the door on your right. Kill the two terrorists in front of you and edge forwards, using the wall to your left as cover.

➔ CHASE CRESPO

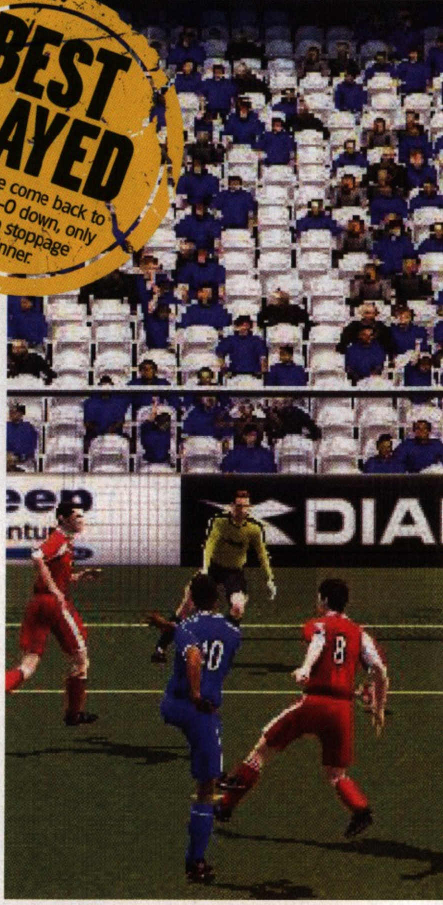
Shoot the red barrel by the forklift truck to deal with the terrorist there and then lean around the left-hand corner. Shoot the tango up on the walkway as well as the one using the crates in front of you as cover. Now edge forwards and take down the tango who runs onto the walkway. Edge out right and look left. Shoot the tango up on the walkway beyond the wall. Now move to the far left-hand side of the room.

Go through the doorway, face left and shoot the tango at the top of the stairs. Go up and through the doorway on your right. Move forwards and throw a Grenade into the next room. After it's gone 'bang' storm in and clear up any survivors. As you approach the window on the left back off because a tango will chuck in a Grenade. After it's gone off, edge out looking down through the window and take out the two tangos by the truck. Now go through the doorway on the left, along the walkway and down the steps. Turn left and head towards the door in front of you, shooting the terrorist who comes running through. Go through the doorway, turn right and edge around the corner to the right. Take down the two tangos by the crates and the one to the left. Now move forwards and you'll see Crespo's plane taxiing away. Now watch the rooftop to your right and take down the hostile who appears. Mission complete! ■

THE FACTS: **LMA MANAGER 2004** ● PLAYERS **1-2** ● MEMORY CARD SPACE **141 KB** ● DIFFICULTY **HARD** ● COMPLETION TIME **UNLIMITED**

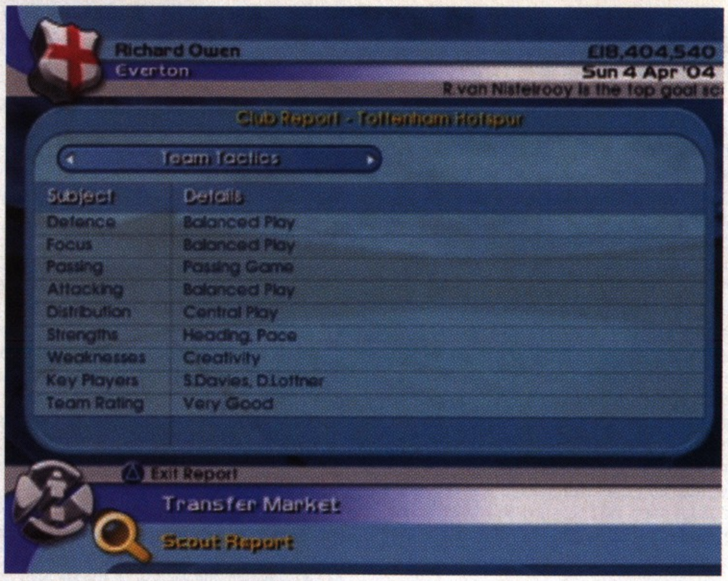
LMA MANAGER 2004

BEST PLAYED
When you've come back to draw from 3-0 down, only to lose to a stoppage time winner.



Forget Ferguson, Wenger, Sven and, er, Moyes – if you want some serious management advice you've come to exactly the right place...

01 TACTICS



Richard Owen
Everton
£18,404,540
Sun 4 Apr '04
R van Nistelrooy is the top goal sc

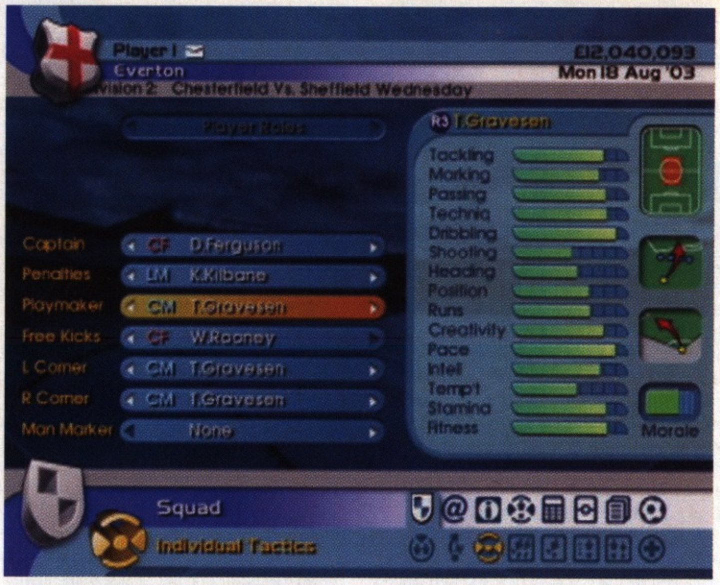
Club Report - Tottenham Hotspur

Team Tactics

Subject	Details
Defence	Balanced Play
Focus	Balanced Play
Passing	Passing Game
Attacking	Balanced Play
Distribution	Central Play
Strengths	Heading, Pace
Weaknesses	Creativity
Key Players	S.Davies, D.Lottner
Team Rating	Very Good

To get the best from your team consistency is key. Try to play to your squad's strengths – it's no use playing long balls if you've got small players without any pace. Scrutinise your players' abilities and positions, then tailor your tactics to them. Don't forget to study your scout report on your next opponent, so you can make small tactical changes to try and snuff out your opponent's strengths and capitalise on their weaknesses. Always remember though, your opponent will have made changes of their own since the scout report was written. ■

02 YOUR PLAYERS



Player 1
Everton
£12,040,093
Mon 18 Aug '03
vision 2: Chesterfield Vs. Sheffield Wednesday

Player Roles

Captain: CF D.Ferguson
Penalties: LM K.Kilbane
Playmaker: CM T.Gravesen
Free Kicks: CF W.Rooney
L Corner: CM T.Gravesen
R Corner: CM T.Gravesen
Man Marker: None

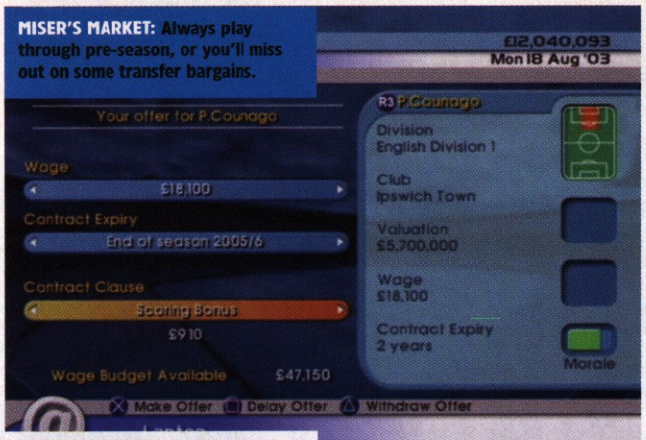
Keeping your players happy is essential as moral and form are now paramount to getting good performances. Players will be unhappy if they're not getting runs in the first team, you're training them too hard, or if they feel that they don't fit in at your club. In addition to keeping an eye on their Morale Meter, your Head Coach will keep you informed of any player problems. As a rule foreign players will struggle if you don't have any of their fellow countrymen in your side so bear this in mind when bringing in players from foreign clubs. ■

BEAT THIS → TAKE CONTROL OF THIRD DIVISION BRISTOL ROVERS AND GET THEM PROMOTED TO THE SECOND

03 TRANSFERS

If you're trying to raise some cash, your best bet is to sell off your older and less able players, but hang on to your younger team members as most of them will improve. Likewise, your youth squad can be a great source of home grown talent, so keep an eye on players that your head coach recommends. You can try out these players for a couple of weeks in the first team before signing them and this is also a good way to cover any short-term injury problems. Some of these unknown players have the potential to become real stars.

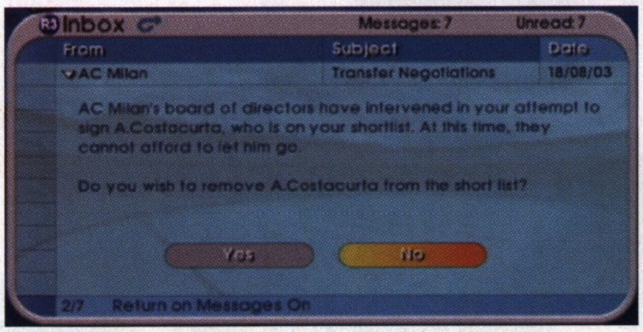
Enticing decent players to your club can be tricky, especially if your club is not as highly rated as theirs. Keep an eye out for players with low morale, as they'll be far more interested in a move. Pay over the odds for a player and offer him more money plus increased bonuses and he's more likely to sign for your team. Older players will want long contracts for better security, while younger ones will prefer shorter ones allowing them to move on or renegotiate when necessary. ■


MISER'S MARKET: Always play through pre-season, or you'll miss out on some transfer bargains.

£12,040,093
Mon 18 Aug '03

Your offer for P.Counago
Wage: £18,100
Contract Expiry: End of season 2005/6
Contract Clause: Scoring Bonus £910
Wage Budget Available £47,150

P.Counago
Division: English Division 1
Club: Ipswich Town
Valuation: £5,700,000
Wage: £18,100
Contract Expiry: 2 years


Inbox — Messages: 7 Unread: 7

From	Subject	Date
AC Milan	Transfer Negotiations	18/08/03

AC Milan's board of directors have intervened in your attempt to sign A.Costacurta, who is on your shortlist. At this time, they cannot afford to let him go.

Do you wish to remove A.Costacurta from the short list?

04 THE MATCH

Unless you're certain of steamrollering some lesser club in a cup competition, always try to watch as many matches as possible so you can make adjustments to your play. Not watching the match takes about the same time as playing it, so you may as well unless you fancy nipping off to make yourself a bevvy.

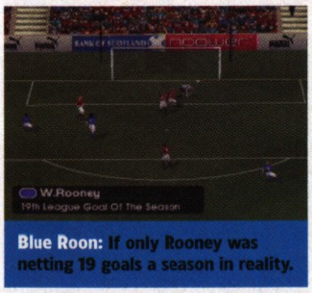
Although there's nine dugout shouts available, annoyingly you can't change the four assigned to your shoulder buttons once a match has kicked off. Use the pre-match screen to ensure you've got the ones you need and to double-check your tactics, formation and team selection.

Once the game has begun, keep a close eye on how your side is doing and on the opposition's tactics, adjusting yours accordingly. If you find you're getting over run in midfield for example, change your tactics to keep your passes short and play a more pressing game, or alter your formation and drop a striker back.

During the first half of a game, we prefer to see how our initial tactics work out and make small adjustments on the tactics screen. If things are going wrong however, use the dugout shouts to keep hold of the ball or play defensively until you suss out how to break down the opposition. As a general rule, the dugout shouts have a much bigger effect on the game, so use them towards the end of a match if you're trying to shut up shop for a tight win, or go for broke for that last minute winner. Beware though as the AI controlled teams will adjust their tactics during a game too. ■

Match ball: Always keep a close eye on the game and adjust your tactics accordingly.

Reebok
NESCAFÉ
rivals.net
sports.fr
mitre
Davies
McFadden
Carr
Loffner
Redknapp
Rooney
King
Richards
Jackson
Taricco
Ev'ton 0
Spurs 0
24 J.McFadden
29:19
Dugout Options
R3 Hide Match Display



Blue Roon: If only Rooney was netting 19 goals a season in reality.

HOT SHOTS

STAR PLAYERS

Difficult to sign and very expensive they may be, but this bunch of poncey millionaires are the best players in *LMA*.

NAME	CLUB	POSITION
Z. Zidane	Real Madrid	Midfield
D. Beckham	Real Madrid	Midfield
L. Figo	Real Madrid	Midfield
T. Henry	Arsenal	Attack
G. Buffon	Juventus	Goalkeeper
Ronaldo	Real Madrid	Attack
R. Ferdinand	Man Utd	Defence
L. Thuram	Juventus	Defence

BARGAINS AND HIDDEN GEMS

These players may not be household names, but they're available at a comparative steal and would make great additions to any team.

IF YOU'RE PLAYING IN THE PREMIERSHIP:

NAME	CLUB	POSITION	COST
A. Costacurta	AC Milan	Defence	1.9m
Emre	Inter Milan	Midfield	9.4m
O. Martins	Inter Milan	Attack	7m
P. Counago	Ipswich	Attack	5.7m
S. Eto'o	Mallorca	Attack	16.5m

IF YOU'RE PLAYING IN DIVISION 1:

NAME	CLUB	POSITION	COST
A. Dalcanto	Uraian Elista	Defence	1.3m
J. Euell	Charlton	Attack	5.7m
E. Gudjohnsen	Chelsea	Attack	11.75m
A. Cisse	Birmingham	Midfield	1.5m

IF YOU'RE PLAYING IN DIVISION 2:

NAME	CLUB	POSITION	COST
Basti	Albasete	Attack	850,000
E. Dadi	Tranmere	Attack	420,000
M. Lacic	NK Rijeka	Defence	580,000
G. McSwegan	Kilmarnock	Attack	240,000
L. Harper	Northampton	Goalkeeper	1.2m
L. Perris	Matador Puchov	Attack	630,000

IF YOU'RE PLAYING IN DIVISION 3:

NAME	CLUB	POSITION	COST
D. Clare	Chester City	Attack	890,000
S. Opinel	Farnborough	Midfield	470,000

DIVSION IN YOUR VERY FIRST SEASON. NOT EASY. NO SIREEE BOB! ■

THE FACTS: **RISE TO HONOUR** ● PLAYERS **1** ● MEMORY CARD SPACE **68KB** ● DIFFICULTY **WU SHU-ING WITH STYLE AIN'T JET LI-ZEE** ● COMPLETION TIME **6 HOURS**

RISE TO HONOUR

Kick ass and look totally sweet in the process with the best guide anywhere...

BEST PLAYED
With 'Look, I'm oriental' shades, a tie around your head and chopsticks in your ears.

FIRST AID

Old Chinese proverb say 'Kill one to warn a hundred'. Screw that. We say kill 'em all chop suey style.

01 STRAIGHT BACK AT YA

COUNTER ATTACKING IS IMPORTANT. DODGE. WALLOP. FACE FULL OF CHOPSTICK.

THE BASICS

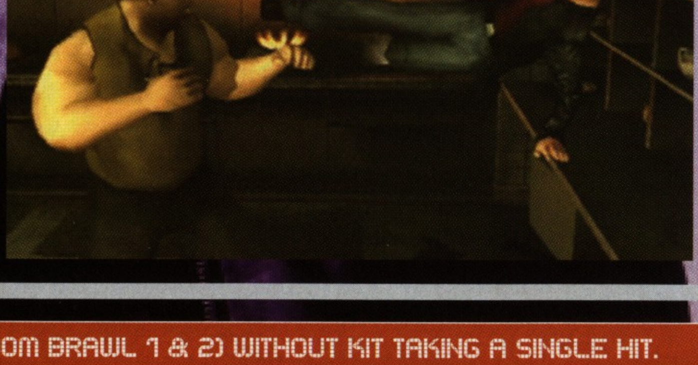
Countering isn't hard. Hold L1 and R1 and hit the right analog stick in the direction of the attacking enemy. It's ideal against enemies that are fast and difficult to strike. However, while fights can be won relying heavily on the counter attack, it's a cheap technique and can result in boring bundles. Countering also drains the Adrenaline and Grab Meters and when either of these have fully depleted, Kit can no longer counter.

SPECIAL COUNTERS

Try and reserve the counter attack for when it's really needed. If Kit's facing multiple enemies and they're attacking simultaneously, the counter will stop Kit from becoming completely overpowered. Study which enemies are especially vulnerable to the counter attack – Kit can grab hold of certain enemies (as opposed to just sweeping their legs or slapping their face) and give them a tasty downward kick to the back. These are normally larger enemies that can grab Kit, like the goons in the red puffer jackets in Chapter 36 or the helmeted security guards in Chapter 57. To practice this effective counter, play Chapter 24, Coffee Break.

SCENERY COUNTERS

It's possible to counter using parts of the environment. If Kit's blocking (holding R1) while standing near something that can be interacted with to perform a counter, an on-screen 'Counter' action indicator appears. When this message is displayed, press and hold L1 and R1 and hit the right analog stick towards the advancing enemy to make Kit perform a special 'scenery counter'. It looks pretty fancy, but is a bit hit-and-miss and you shouldn't rely on being able to pull it off every time.



BEAT THIS → COMPLETE CHAPTERS 57 & 58 (BOILER ROOM BRAWL 1 & 2) WITHOUT KIT TAKING A SINGLE HIT.

1 SLAP STICK

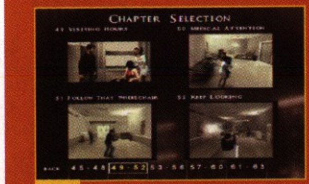
Slapping the right analog stick in a frenzied fashion is just going to make Kit Yun look messy, so slow it down. If you can't string a 5-hit combo together, the chances are you're hitting the stick too fast. Fights should be fought with a graceful, controlled rhythm. Stick mashing is not graceful.

2 INTERACTION MAN

For the most cinematic experience possible – with fights that have a genuinely choreographed look – pay close attention to the various 'Action' indicators that appear on screen (including Drag, Smash, Jump and Pick Up). Make use of Kit's surroundings.

3 BLOCK STOCK

Don't forget to use R1 to block. In the midst of a fight it's easy to get carried away, but against harder/multiple opponents, repeatedly stabbing the right analog stick will just result in Kit getting his ass kicked. Stay composed and apply caution to your fights.



4 BACK TO ATTACK

Once you've completed the first few chapters, return to the Main Menu and select Chapter Selection to replay what you've completed. This gives you the opportunity to perfect your fighting skills before facing the much tougher opponents of later stages.

5 STRIKE NOW!

Kit's opponents attack using a predetermined set of moves – learn these patterns and defeating them becomes much easier. Enemies with weapons, for example, usually attack in a three-hit flurry and then pause, which is when they're vulnerable to a counter attack.

6 THERE'S TOO MANY!

Sometimes the number of enemies Kit faces is overwhelming and puts the kibosh on cool fighting. In these situations, try and pick off opponents strategically (choose a target and stick to it), use plenty of countering and use wall jumps to clear some space.

02 GRAB AND SMASH

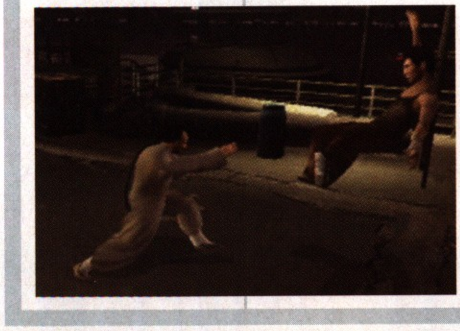
I GRAB YOU LIKE THIS, THEN SMASH YOUR FACE LIKE THIS.

THE GRAB

Kit can grab an enemy by holding R1 and moving the right analog stick towards his intended target. Obviously Kit has to be close enough to the enemy in order to grab them. It's often easier to grab an opponent after you have blocked their attack. Kit will hold the enemy until R1 is released or the Grab Meter fully depletes. Be wary that while Kit is holding someone, he cannot block attacks from other enemies.

THE PUSH

To push away an enemy that Kit is holding, hit the right analog stick once in the direction you want the enemy to be thrown. This can be used to push other enemies away from Kit and, with a little practise, can be executed very quickly. This makes it an excellent move to employ during overcrowded scuffles.



THE PUSHY PUSH

Inflict more damage on enemies with this extension of the push. Instead of slapping the right analog stick once to push the enemy away from Kit, hit it two or three times to add some hits to the move. Slap the stick four times to do the maximum damage. Execute this move when you have time (one-on-one) as Kit is unable to block attacks until he has completed the move.

THE HEAD HURT

Rather than throwing an enemy, why not smash their head into a hard or breakable surface. Simply grab and hold an attacker and move Kit to the edge of whatever you fancy ramming their head into. If the 'Smash' action indicator appears, slap the right analog stick towards the smashable area. To make it easier, position Kit and grab and smash the enemy in one movement.

MANAGE IT AND YOU'RE TRULY YUN GIFTED AND THWACK! ■

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

FALLING WITH STYLE

EATING TOO MUCH FLIP-FLOP? TURN HUMILIATION INTO SUPER-STYLING RECOVERY.

THE ROLL

If Kit gets knocked off his feet, hold R1 to make him roll away from his attacker and into a crouching position. This stops him from being vulnerable to further attacks while sprawled out on the deck and also useful for putting some distance between him and surrounding enemies. If Kit is knocked back and rolls away towards another enemy, he can rise from the crouching position and launch straight into an attack.

LEG SWEEP

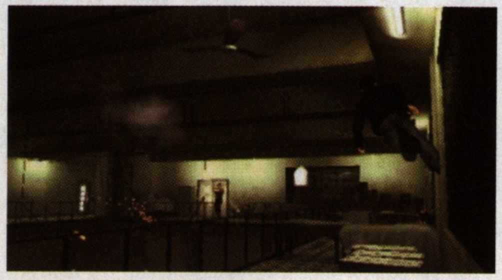
If Kit does end up flat on his back, press L1 and R1 to make him perform a 360 leg sweep as he rises. If Kit's surrounded by multiple enemies, this pushes the most immediate threats away from him while dishing out some damage at the same time.

WU SHU HANDS

If Kit gets knocked down while the Adrenaline Meter is flashing, press and hold L1 (but don't hit the right analog stick) to make him perform some fancy Wu Shu hand manoeuvres when he gets back on his feet to salvage some dignity. You could proceed into an Adrenaline attack and make them pay the hard way.

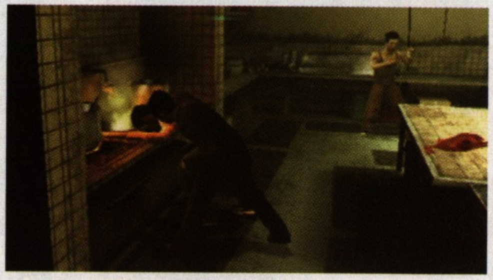
03 CHAPTER RAPTURE

DON'T MISS THESE CINEMATIC HIGHLIGHTS ON YOUR WAY THROUGH THE GAME...



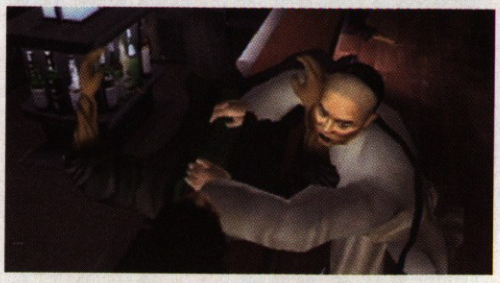
6 RUN AND GUN

As you leg it from the bullets, stay close to the wall along the third balcony. When you jump over the boxes, Kit will actually run along the wall all fancy like. Also, when you make it to the room at the end, throw enemies into the pillars to make the TVs fall on their thick heads. That's box clever.



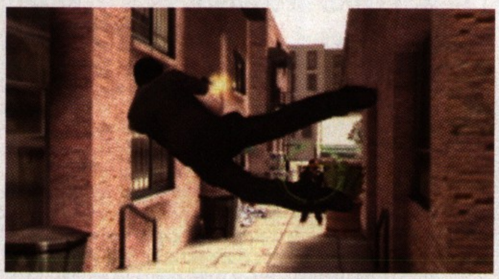
7 FOWL RECIPE

Bitchin' in the kitchen! The enemies here are pretty polite and accomodating, so you've got plenty of time to dunk their heads into the sinks or sizzle their ugly mugs on the hotplates. You can also use the crispy duck on the central table as a most peculiar weapon. Not as Daffy as it sounds. Quack.



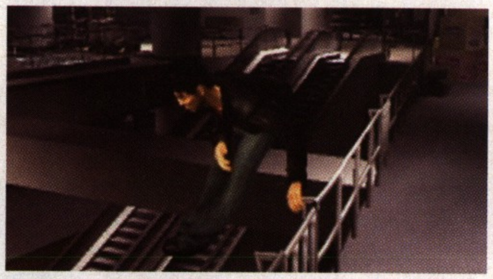
17 BAR ROOM BRAWL

Man, this one's cool. Grab yourself a goon, take him to the bar and drag him across it. Alternatively, stand by the bar and wait for them to come to you for a swift, happy hour special. Keep your eyes peeled for other 'Drag' opportunities through the game, there aren't many, which, to be honest, is a bit of a... drag.



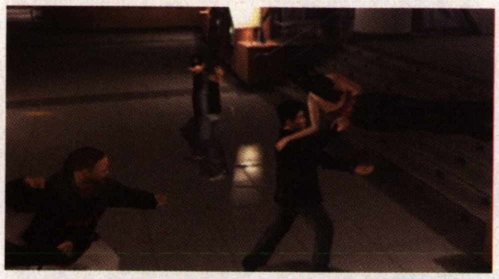
21 & 22 SAN FRANCISCO ALLEY 1 & 2

Trash the scooters – make them go bang! Aim at the overhanging signs and escape ladders (use L2) to take out any punks that are hiding. An absolute must is to bullet-time from the steps at the end of the alleys, nail the suckers as Kit flies around the corner and duck straight into a hiding position. Sweet.



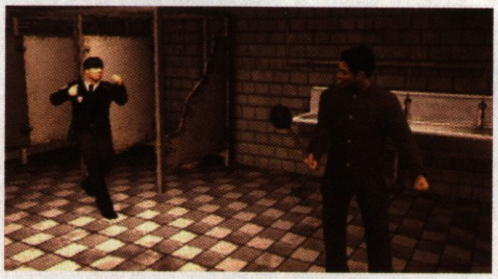
32 REUNITED

This one's not particularly cinematic, but it's more than just a little bit cheeky. Rather than chasing Michelle like a right donut, when you reach the first balcony, just jump over the railing and use the girder to run across to the opposite side, where you can cut her off quite easily as the lovely Michelle runs towards Kit.



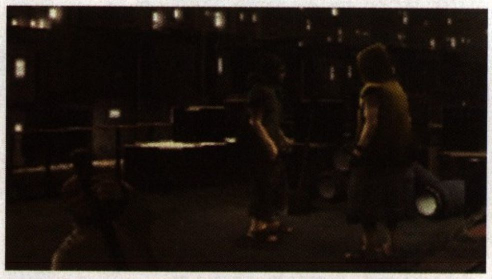
33 TANDEM BOSS BATTLE

This one's a real beauty and should be executed whenever the opportunity presents itself. Grab Michelle while the Adrenaline Meter is flashing, wait for all the goons to rush towards you, then press and hold L1 and hit the right analog stick in any direction. Kit will swing Michelle around his head, taking out all the enemies in the process. Now that's one legscellent move.



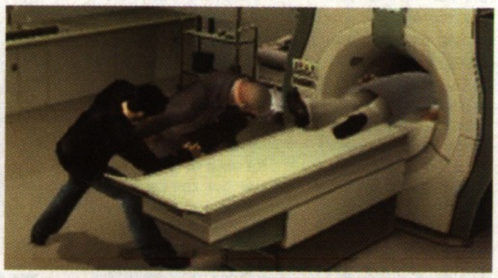
40 FIGHT TO MICHELLE

Before you enter the room where the group of oily boys are brawling, go through the door on the left and into the toilet. When the goon appears from the locked cubicle, you can grab the bog brush from inside and use it as a weapon.



46 ALL HANDS ON DECK

On the deck of the boat that Kit boards after fighting the two guys throwing the barrels is a lever – pull the lever to drop the big fish on the goons and knock them out. This saves you the hassle of fighting them and is almost quite funny.



50 MEDICAL ATTENTION

Smash the goon into the x-ray table in the first room that Kit enters after fighting down the first corridor. Laugh almost uncontrollably as the person lying underneath the x-ray machine is given a most amusing electric shock.

04 CHOP AND UNLOCK

BUST CHOPS, DEFEAT THE CRIME LORD AND GET THIS LOT FOR YOUR TROUBLE.

UNLOCK	HOW
Hard difficulty setting	Complete the game
Once Upon A Time In China costume	Complete the game
Fist Of Legend costume	Complete the game
Young Kit Yun bonus video	Complete the game
Young Michelle bonus video	Complete the game

05 MANY HANDS MAKE FIGHT WORK

ONE-ON-ONES ARE FOR COWARDS – TAKE THEM ALL ON AND BREAK THEIR BODIES.

CHAPTER 5: TAKE OUT ORDER

This is the ideal place to learn the basic fighting skills against multiple enemies. Easy lesson... BEGIN!

1) Against the first trio of enemies, stand your ground and let them make the first move. They fight one at a time, so when one of the goons runs towards Kit, hit the right analog stick towards them five times. They'll be choking on their tongue before they can get close.

2) The next group of hard men require a slightly different approach. Stand your ground as before and let them come to Kit, but rather than trying to strike them first, hold R1 to dodge their single offensive blow. When their attack misses, go for the five-hit combo. Wallop.

3) Stand your ground with the young punks, but don't get too carried away slapping the stick as these kids fight two at a time, so hit the stick three or four times towards the punk that approaches first and then once or twice towards the second chancer.

CHAPTER 26: MIDTOWN MAYHEM

Improve your skills in this street brawl where multiple enemies all step to Kit at once. Intermediate lesson... BEGIN!

After the first two 'groups' of enemies have attacked, the flow of punks is relentless. However, this fight can be won by dodging their single offensive move and then quickly striking each enemy. It may seem impossible at first, but it can be done and, if you're good enough, there's no need to use the counter attack. Stand your ground throughout and perfect the timing of your dodge and strike to eliminate each enemy as they approach. The pattern of the fight remains the same (strike-dodge-strike-dodge), it's just the pace that quickens. If Kit is in danger of becoming overwhelmed, use an Adrenaline Attack to even up the numbers. Keep your composure and you should be able to survive the fight without taking a single hit.

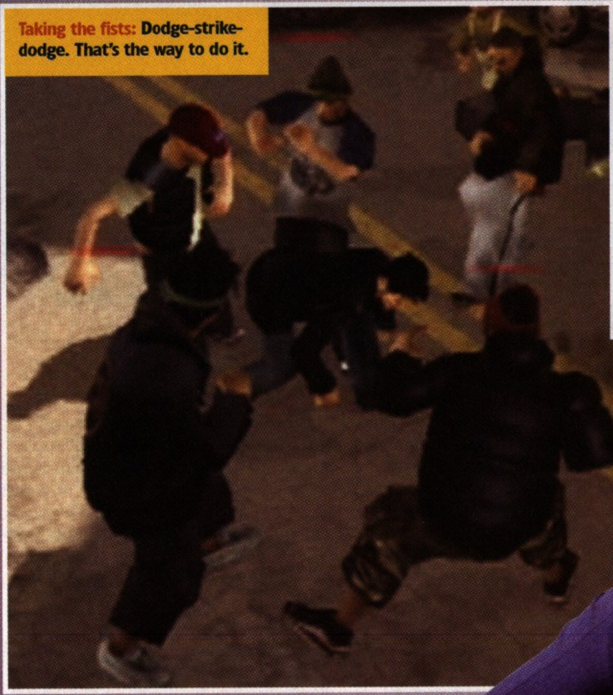
CHAPTER 57: BOILER ROOM BRAWL

Master what you've learnt and chuck some new moves into the mixer. Hard lesson... BEGIN!

1) The first batch of goons can be easily dispatched using the 'stand your ground, dodge then strike' strategy from Chapter 26. However, rather than attacking with a single blow, the goons in black come at Kit with a flurry of three attacks.

2) Again, employ the 'stand your ground, dodge then strike' strategy, but this time you should use the counter attack against the enemies in the helmets. Get it right and they'll be eliminated from the fight with a single hit.

3) You should be able to easily defeat the final group of enemies using the techniques you have already mastered. So, to make it interesting, move Kit against the railings surrounding the area, block and attack and the 'Counter' indicator should appear on-screen. When it does, press and hold L1 and R1 to make Kit lean on the railings and kick his attacker.



Taking the fists: Dodge-strike-dodge. That's the way to do it.

Piff... paff...
...poof...

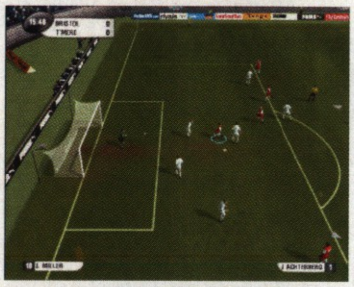
THE FACTS: **THIS IS FOOTBALL 2004** ● PLAYERS **1-8** ● MEMORY CARD SPACE **374KB** ● DIFFICULTY **MODERATE** ● COMPLETION TIME **INFINITE**

BEST PLAYED
When you're brain is crying out for a change from *PES* or even *FIFA*. So never, then.

THIS IS FOOTBALL 2004

We've already had the Man Utd and Arsenal of the games world. Now it's, er, Aston Villa's turn...

01 HE SCORES!



Okay, it's just you and the keeper. Your opponent's defence is in tatters and you're pounding your way towards the goal with just the keeper to beat. It should be easy, right? Wrong. When you start off playing *TIF 2004*, keeping the ball under control is a major problem, especially if you're used to the forgiving strategies of *Pro Evolution Soccer 3*.

CONTROL THE BALL

When you press the ◎ button, an orange meter bar appears, and, if you keep your finger on the button longer than a nano-second, the ball is sent into orbit. Also, your player has the irritating habit of usually knocking the ball straight into the keeper's arms – when he's not booting it into the clouds, that is. So, when you do end up in a decent scoring position, make sure you just tap the ◎ button as quickly as poss and aim the shot to one of the corners.

DODGY 'KEEPER

It's also worth noting that the keeper is useless from distance, so if it looks like you're about to be tackled and there's no one to pass to, it's probably worth belting it for a cheeky one. This also works well for tighter shots when you're powering towards the touchline, as the angle seems to confuse him – or maybe it's just crap programming. Who knows? ■

02 BEST DEFENCE

Tackling in *PES* is often tricky (especially when you first start playing), but there are no such problems here. You can get a bog-standard tackle by pressing the ◎ button, while ▣ gives you an effective sliding one. Unfortunately for you, though, the ref is hotter than a Madras enema.

TACKLE PROPERLY

So pulling off a sliding tackle without giving away a foul or earning yourself a booking is extremely rare. Also, and this probably goes without saying, never attempt a sliding tackle when you're in the penalty area. Unless you want to give away a penalty.

The AI of your computer-controlled teammates is actually pretty good, so you'll never find a situation where an opponent picks up the ball at the halfway line with only a single player to beat. If the other team do manage to find a gap, though, use ⊗ to select the nearest player to the attacking forward (keep pressing ⊗ until it gets to the closest defender). Now press R1 for an extra burst of speed.

SHOT STOPPER

Don't panic if, by some miracle, they get through and look like scoring, as the chances are that your keeper will come out to block the attack – another AI 'peculiarity' means that they very rarely shoot before it's too late. ■

BEAT THIS → WE WANT YOU TO WIN THE WORLD CUP PLAYING AS THE NOT SO MIGHTY SCOTLAND. SOUNDS HARD?

HOT SHOTS

03 SYMBOLISM

The symbols directly affect the flow of play and some of them work very well – they're also incredibly easy to access and control. While the left-hand analogue stick is used for controlling the players, the right one can change the run of your players with a quick snap to the left or right. The basic forwards and backwards arrows will push the team forward or pull them back, but others are there to help you further and more impressively:

FIG01 This one is perfect for some close passing through the midfield. If you're feeling cocky, select this team option and you'll be backed up by a couple of team mates.

FIG 02 Select this one and you'll be flanked by two wingers that follow you down the pitch. If you pass out to one around the centre circle, you can then power down the side of the pitch, before crossing to a waiting attacker. ■

FIG 01

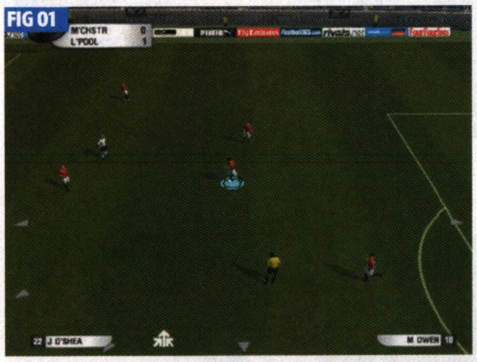
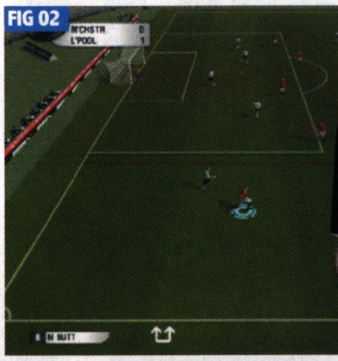


FIG 02

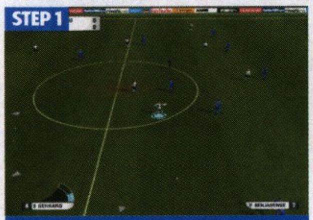


04 STEP-BY-STEP

WANT HELP WITH A PARTICULAR MOVE? THESE WALKTHROUGHS SHOULD TAKE YOU EVERY STEP OF THE WAY.

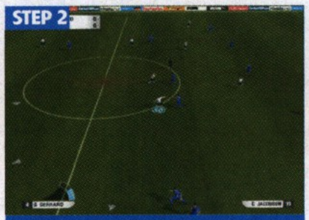
THE ONE-TWO

STEP 1



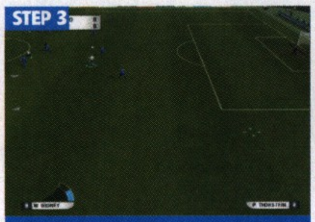
Taking the middle ground: Feeling a bit pressured around the midfield? Maybe it's time to try the ol' one-two. Start this cunning move off by passing as normal with the ⊗ button...

STEP 2



Reverse: ... then immediately press the □ button – but not for too long, mind you. Now, when the first pass makes contact, the player will lob the ball into the path of an attacker heading towards their goal.

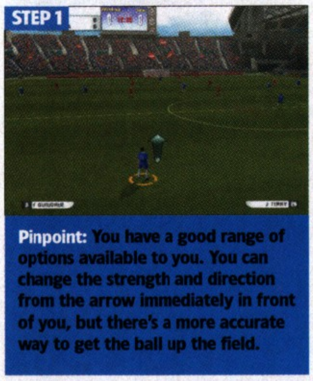
STEP 3



Beating the offside trap: You should find that you're now home and dry with the defence beaten and just the keeper in front of you. Now all you need to do is put the ball past the goalie into the net...

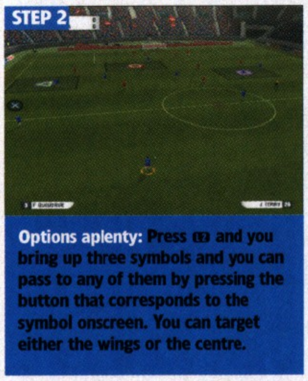
SET PIECES

STEP 1



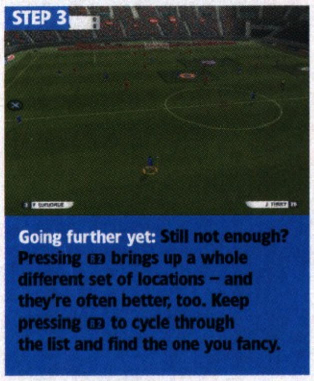
Pinpoint: You have a good range of options available to you. You can change the strength and direction from the arrow immediately in front of you, but there's a more accurate way to get the ball up the field.

STEP 2



Options aplenty: Press L2 and you bring up three symbols and you can pass to any of them by pressing the button that corresponds to the symbol onscreen. You can target either the wings or the centre.

STEP 3

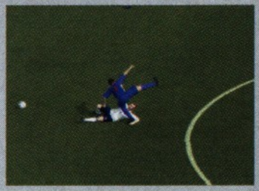


Going further yet: Still not enough? Pressing R2 brings up a whole different set of locations – and they're often better, too. Keep pressing R2 to cycle through the list and find the one you fancy.

GENERAL TIPS

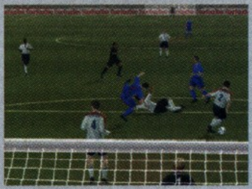
How to be the best and make those who think they are the best realise they aren't!

1 WHO'S THE ****ER IN THE BLACK?



The ref's very harsh, but usually fair. His all-seeing eye won't miss much, so don't try anything too risky unless you're convinced his virtual gaze is looking the other way. The forced dive move (R2) is an original and fun tactical feature to the game, but the reality is that unless it's extremely well done, you won't get away with it.

2 STAY ON TARGET



Don't rely on the AI to pick the perfect player when the opposition are on the attack, as they're bound to storm straight past your defence unless you manually swap players (this is done by pressing ⊗). Keep pressing the ⊗ button until you're controlling the player nearest the attacker, then go in with a tackle – a sliding tackle's good here, just try to keep away from their legs.

3 DIVE ALIVE

We've mentioned the dive move elsewhere in this guide, but the sheer fact that it's such a unique feature makes it worthy of a deeper explanation of its uses (and perils). While it's tempting to use it all over the field (by pressing R2), the reality is that it should be saved for special occasions. If the ref catches you feigning a dive, then you can expect a yellow card, but there's the possibility of a stronger one if you try any funny business in the opponent's penalty area.

4 ON GOOD FORM

Like the tactical arrows you can bring up to direct the flow of your team's movements, changing the formation is as easy as a flick on the right analogue stick. Pushing it up or down at any point in the gameplay will slip you into the new formation instantly. The now standard 4-4-2 is obviously one of the best all-round, but there are plenty of others, many of which will help you out if you need a push towards goal or need to fall back to consolidate a precarious lead.

5 RUBBER LEGS

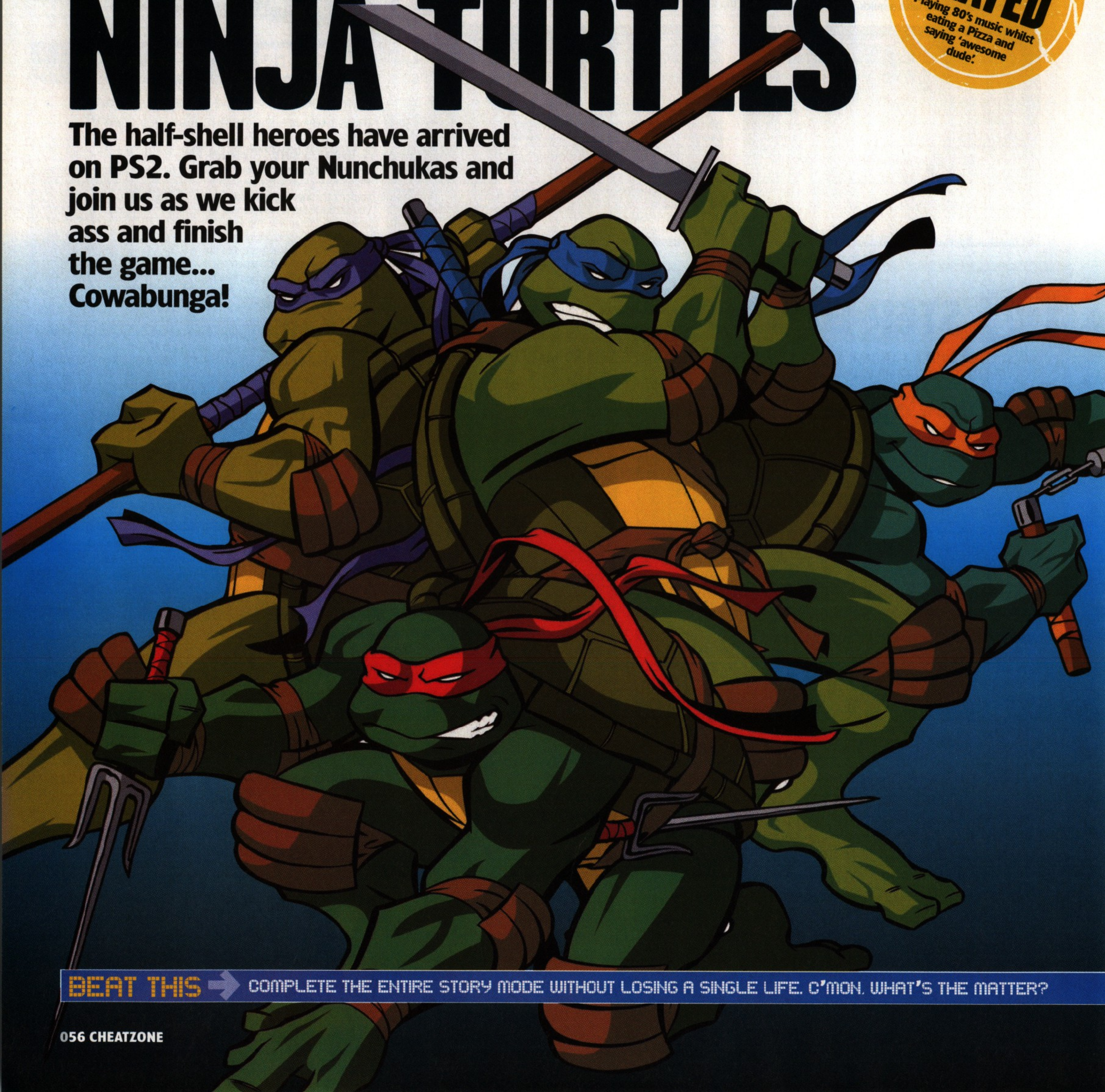
Pressing either of the left-hand shoulder buttons causes the player in your control to attempt a leg-waving dummy to get around a defender. In theory this sounds great, but in practice it fails to work properly and defenders will more than likely tackle you with ease.

THE FACTS: **TEENAGE MUTANT NINJA TURTLES** ● PLAYERS **1-2** ● MEMORY CARD SPACE **57 KB** ● DIFFICULTY **HARD TO UNLOCK EVERYTHING/COMPLETION** ● COMPLETION TIME **10-15 HOURS**

TEENAGE MUTANT NINJA TURTLES

BEST PLAYED
Playing 80's music whilst eating a Pizza and saying 'awesome dude'.

The half-shell heroes have arrived on PS2. Grab your Nunchukas and join us as we kick ass and finish the game... Cowabunga!



BEAT THIS → COMPLETE THE ENTIRE STORY MODE WITHOUT LOSING A SINGLE LIFE. C'MON, WHAT'S THE MATTER?

01 TURTLE TIPS

TURTLE POWER!

Obviously, the attacks you've got depend entirely on which character you're playing, but they're all based around the following button combinations. Use combos wherever possible to do the maximum possible damage.

⊗ – weak attack (press 2, 3 or 4 times for different combos)
⊡ (standing still) – strong attack
⊡ (while moving) – charge attack
⊗, ⊡ – Stun attack (press x 2, 3 or 4 times followed by ⊡ for different combos)
◎, ⊡ – Jump attack
R2 – Uppercut (particularly useful for whacking enemies on the floor and hitting exploding barrels)

DASHING BLADE

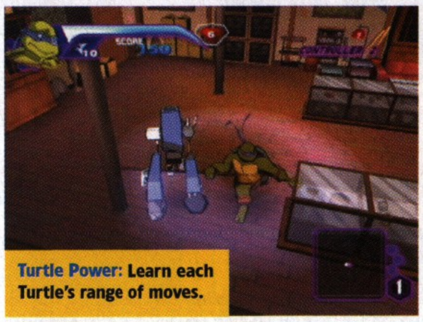
Get used to using the dash (press L2) to avoid enemy attacks. Without it, you'll fall flat on your face once you come up against the game's tougher Bosses.

SAVING THE DAY

The game only saves between stages, rather than the individual areas, which means you're often in for an extended sitting between save points. You're given six lives to complete each stage, which is simple enough in the beginning, but becomes a real test on the game's final level. To make things a little easier though, your health bar does fill back up between areas. We'll have some cheats to help you soon.

CRATES

The crates you'll find scattered around the levels contain various power-up items, such as defence up and attack up; plus extra shurikens and food to top up your health. Try to use these strategically for when you most need them, instead of wasting them needlessly. Once you've opened a crate, the item inside will disappear fairly quickly, so be careful not to hit crates accidentally when you're attacking enemies.



Turtle Power: Learn each Turtle's range of moves.

SCROLL DOWN

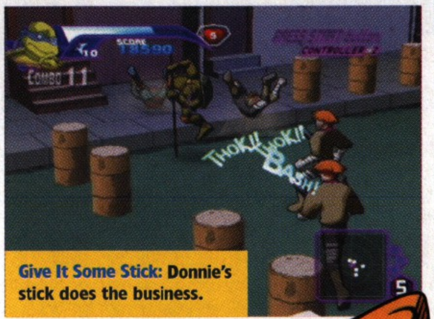
Also contained in certain crates, which are usually more difficult to spot than the others are Makimono scrolls, containing mystical knowledge. Unfortunately, they don't give you any new powers, rather just unlock artwork in the Gallery Mode. Still, if you want to truly complete the game, you'll need to find 'em all...

STARS IN THEIR EYES

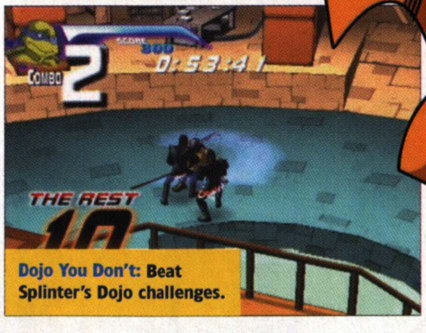
The Shuriken throwing stars are a useful addition to your arsenal of attacks. There are three types: Standard, Shock and Fire, with the latter two obviously offering more damage potential than the others. You can switch between them with R1. You'll find them in crates as you go along, but take care not to waste them, instead save them up for the Boss fights, when you'll most need them. It's important to note though; they're useless against airborne enemies and those who have armour protection.

BACK TO SCHOOL

At periodic intervals between stages, you'll get the opportunity to visit the Dojo, where Master Splinter will give you a new challenge, which in turn unlocks a new power, such as increased attack power. Complete them all to give yourself the best possible chance during the tricky final stage.



Give It Some Stick: Donnie's stick does the business.



Dojo You Don't: Beat Splinter's Dojo challenges.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

SECRETS

THERE'S SOME TASTY SECRETS LOCKED AWAY IN THE GAME. HERE'S A RUNDOWN OF THE BEST ONES...

1. SPECIAL OUTFITS

Change the date on your PS2 to the 24th/25th of December to see the Turtles wearing Santa hats. Alternatively, change it to 31st October for a Pumpkin-headed, Halloween-themed cossie.

2. UNLOCKING CHARACTERS FOR VERSUS MODE

The following characters can be unlocked by completing the given criteria:

Shredder:	Beat the game with any of the turtles
Splinter:	Beat Dojo Stage 3 with Leonardo
Evil Turtlebot:	Beat Stage 3 with any turtle
Hun:	Beat Stage 6 with Michaelangelo
Yoshi Hamato:	Beat Challenge Mode with any turtle
Casey Jones	Beat Stage 1 with Raphael

3. PLAY AS SPLINTER IN STORY MODE

To play through the entire main game as sensei Splinter, complete the game with all four turtles. Alternatively, you can use the handy password below instead!

4. PLAY AS CASEY JONES IN STORY MODE

To play through as April's love interest Casey, complete the Challenge Mode in less than 15 minutes.

5. PASSWORDS

Unlock Splinter for Story Mode: MSRLS
Unlimited Fire Shurikens/All Food is Pizza (Michaelangelo): DRDSS
Unlimited Shurikens (Leonardo): SMRDM
Unlock Playmates Toy Data Base: LSDRM
Alternate Costume (Donatello): DDSMS
Alternate Costume (Raphael): DMDML
Alternate Costume (Leonardo): LDMSR
Alternate Costume (Michaelangelo): RRLMD
Attack Power Up (Donatello): DRLDS
Attack Power Up (Raphael): RDSRL
Attack Power Up (Leonardo): LMLSD
Defense Doubles (Donatello): SSSMR
Defense Doubles (Leonardo): MRLLM
Defense Doubles (Michaelangelo): MRRML
Defense Doubles (Raphael): LRMDS
Defense Power Up (Michaelangelo): MSRMM
Power Up Effects Double (Donatello): DMDRS
Power Up Effects Double (Raphael): SLDSM
Power Up Effects Double (Michaelangelo): MMSLR
Power Up Effects Double (Leonardo): LSLSR
Change Sound Effects: SMMRS

6. CHALLENGE MODE

Challenge Mode is basically a Survival Mode, and consists of a one-on-one fight with all the game's Bosses, one after the other. To unlock it, you must first beat the game's Story Mode with all four of the turtles.

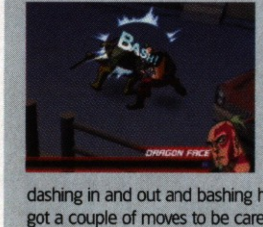
BOSS GUIDE

Here they are. The whole damned lot of 'em. Time to get Ninja on their evil asses...

STAGE 1: THINGS CHANGE

CASEY JONES (RAPHAEL ONLY) ■ **LOCATION:** AREA 2, THE STREETS

Strangely, this fella only appears if you're playing as Raphael, so you won't have to worry about him if you're any of the other turtles. He's an absolute breeze to get past, as long as you don't get whacked too many times by his vicious jab, which'll knock you flat on your ass. He's also got a stick with a long reach, so just keep dashing to avoid this, and hit him with two-hit combos. More than two, and he'll flatten you, so just keep ducking in and out, plugging away until he goes down.



DRAGON FACE
LOCATION: AREA 3, ALLEY

First, take care of Dragon Face's henchmen, so you can concentrate on the task in hand. Now use a similar strategy to Casey Jones, dashing in and out and bashing him with two-hit combos. He's got a couple of moves to be careful of: a charging punch and a three hit flurry; both of which will knock you down. Stick to the two-hit strategy though, and you should generally avoid these.

GIANT MOUSER ROBOT
LOCATION: AREA 5, STOCKMAN'S LAB

This Boss is basically a much larger version of the little Mouser robots you've encountered already, but he's got some dangerous attacks to watch out for. Firstly, he fires off volleys of missiles, which you'll need to dash to dodge. He's also got a spinning punch attack, which will send you flying if it makes contact, and a backwards attack that flattens anything behind it. The simplest way to deal with this guy is just to get in close, and behind to avoid the missiles and punch attacks and just keep on attacking. When you spot him gearing up for the backwards attack (his head will rise up in readiness), dodge left or right, then get back to work as soon as the coast's clear. Keep doing this, and he'll eventually go down.

STAGE 2: NANO

NANO MONSTER VER.2 ■ **LOCATION:** AREA 1, APRIL'S ANTIQUE SHOP

Keep using dash to avoid the punches and belly-flop, and again use a hit 'n' run technique to take his health bar down. He's also got a breath attack, though this is easily avoided if you don't stay still. When you get his health down to two thirds, he summons up some robot minions to join in the attack. Deal with these quickly, dashing to avoid the oncoming Nano Monster, then turn your attentions back to him and finish him off using the same technique as before.

NANO MONSTER VERSION 2.1
LOCATION: AREA 5, JUNKYARD

The new version of the Nano Monster's pretty much the same as before, though this time he's got another move to watch out for. He'll slam the ground, releasing a shockwave and summoning a wave of Blue and Orange bots. The easiest strategy here is just to concentrate on the Boss, ignoring the others, as he'll simply summon more if you waste time trying to take the minions down. Just keep dashing, whacking him a couple of times, then legging it again before he has a chance to counter and you shouldn't have too much trouble.

NANO MONSTER VERSION 2.1
LOCATION: AREA 5, JUNKYARD

Old Nano's back, and this time he can pick cars up and throw them at you. They are easy enough to avoid though, providing you just keep dashing. Use the same strategy again to put him down.

NANO MONSTER VERSION 3
LOCATION: AREA 6, JUNKYARD REAR

Now he's absolutely enormous – and he's a damn sight harder too. His breath attack's now a major pain, as its radius is much bigger, and he can grab you, which will stun you. He'll also clap his hands together sometimes, emitting a shockwave that'll knock you down. There's a bunch of exploding barrels situated along the platforms here, which are tempting to use, but beware of this strategy, as you're liable to get caught in the blast. Instead, stay on the platforms and jump off to attack him. Dash and jump to avoid his attacks, and don't bother hitting him while he's attacking you. Instead, time your attacks between his. Also, don't get down to ground level, as it's impossible to hurt him from there.

STAGE 3: TRAP

EVIL TURTLEBOT VER.1 ■ **LOCATION:** AREA 3, CONSTRUCTION SITE

The turtle impersonator's brought along some stealth ninjas to help him out here, so deal with them first so that they don't keep interrupting you.

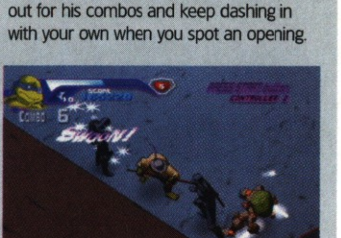
Once done, focus your attention on the Turtlebot. He's a real pain, with combos that'll give you a serious pasting if you're not careful. Being a robot based on them, he can mimic all four of the Ninja Turtles, so presents a serious challenge. The trick is to keep dashing away while he chases you, and avoid his combos as best you can.

When you see him finish an attack, quickly turn and lay into him with a combo of your own, ensuring that you don't miss any hits, as this will give him a window of opportunity to start on you again. Once his energy gets low, he'll begin firing an energy beam, but this is easily avoided with your dash. Now just keep on following the same technique as before, taking care to avoid the beam until he's beaten.

EVIL TURTLEBOT Ver.1

EVIL TURTLEBOT VER. 1.5
LOCATION: AREA 6, AIR

The Turtlebot's left his Ninjas at home this time. You've already fought him once, so you know what to expect, though this time the battle takes place in the air, and the wind's trying to drag you over to the right which complicates matters. Again, watch out for his combos and keep dashing in with your own when you spot an opening.



SCORE
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STAGE 4: TENGU

MYSTIC WIND NINJA ■ **LOCATION:** AREA 3, EGYPTIAN EXHIBITION

This Whirling Dervish conjures up cyclones that circle around the room, homing in on you. Keep using your dash to stay out of harm's way and nip in for a couple of quick combos, before getting out of the way of his counter attacks. When he summons the large cyclone, stay well away from it and keep going with this attack pattern until he's defeated.

MYSTIC EARTH NINJA

LOCATION: AREA 3, EGYPTIAN EXHIBITION

Once again, your dash is your main defence against the Earth Ninja's attacks. He's got two main offensive techniques. Firstly, he throws rocks, which will flatten you if they make contact. But are easy to avoid from a distance because they're so slow moving. Second, he's got an earth tremor technique that sends a line of ruptured earth shooting out toward you, which slows you and prevents you from using any of your attacks for a while. Avoid this if at all possible as it's a major pain. If you spend too long in close attacking him, you'll get caught by it, so use a combination of shurikens and combos to defeat the Ninja.

MYSTIC WATER NINJA

MYSTIC WATER NINJA

LOCATION: AREA 3, EGYPTIAN EXHIBITION

This ninja's attacks are water-based and consist of bubbles which he fires at you and two tougher attacks. When you see him conjure up three geysers, get off the floor and onto one of the display cases, as the room is about to flood. If you get caught in this, you'll be trapped in it and have loads of health sapped as a result. He's also got a melee combo that means you'll get whacked if you spend too much time in close as well, so stick to the shuriken/quick combo attack pattern you used on the Earth Ninja.

MYSTIC METAL NINJA

LOCATION: AREA 3, EGYPTIAN EXHIBITION

And another one! Try and stay behind this guy to avoid the metal ball-bearings that he fires out in front of him. He'll roll around, trying to dodge you. Keep on dashing and following him around the room while combo-ing him to take down his health bar as quickly as possible. He's also got a combo attack, but if you're quick and persist with staying behind him, you should largely be able to avoid this.

MYSTIC FIRE NINJA

LOCATION: AREA 3, EGYPTIAN EXHIBITION

Last one – for now anyway. The fire ninja's the easiest of the lot and has two basic attacks. He'll throw out small fireballs at you, which are easily avoided. Just dash around, and nip in for a few quick combos. Don't linger too long, or he'll unleash his other attack, which is a bit more serious if it catches you. He'll trigger huge columns of fire in a line across the room, but as long as you get away quickly enough, they shouldn't give you any trouble. Just keep on with the hit 'n' run combos to down him in no time.

FOOT GUNNER NINJA

LOCATION: AREA 5, JAPANESE ART EXHIBITION

This heavily armoured Boss is a major pain in the ass because he's basically invulnerable from the front, and has some seriously nasty attacks that'll kill you in no time, given half the chance. He's got a flamethrower, which sends an arc of flame across the entire screen that's almost impossible to avoid; plus a shotgun and a missile launcher to boot. The trick is to dash around behind him and try to stay there, chipping away at him with quick attacks. He'll swivel on the spot to try to get a bead on you, but do your best to follow his movements and keep attacking. If he does manage to get some attacks in on you, just pick yourself up, get behind him again and keep doing the same thing until he eventually goes down.

STAGE 5: NOTES FROM THE UNDERGROUND

QUARRY ■ **LOCATION:** AREA 1, MOUTH OF THE UNDERGROUND

Quarry has the ability to warp out of existence, re-appearing in one of three swirling vortexes and attack. He has two main methods of assault, the first of which is poison breath. This is easily avoided using your dash. The second is a charging combo which will knock you over if you get caught by it. There are two ways to fight this battle: either use shurikens on him, or try to lure him into his combo attack by getting close to the vortices when he disappears, then dashing away as soon as he appears. Now wait for him to execute his combo, and immediately counter with one of your own until he disappears again. Keep going and he'll soon go down.

RAZORFIST

LOCATION: AREA 2, UNDERGROUND WORLD

This guy's like a massive red Crab standing upright and blocks attacks from the front with his huge claws. He's also got a dashing combo attack, which he'll unleash if you're in front of him and shurikens are useless in this fight, so don't bother wasting any of them. Instead, just dash around the back, and use a hit 'n' run approach to attacking him, to avoid his backwards attack.

KING NAIL

LOCATION: AREA 5, CULTIVATION ROOM

Get ready for a tough fight. King Nail has an array of attacks, some of which are next to impossible to avoid. He hovers above the ground most of the time, meaning that shurikens are next to useless and you're mainly limited to your jump attack. The weakest of his attacks is his poisoned breath because this is generally easy to avoid.

To begin with, just keep dashing, getting hits in where you can and avoiding his swooping attack. Try and lure him into his ground smash attack, then dash behind him and let loose with a combo to do some more serious damage whenever you get the opportunity. After you've got his health bar down to about halfway, he'll begin another swooping attack, only this time he goes right around the room several times. Unfortunately, unless you can time your jumps perfectly this is next to impossible to avoid, so just do your best to minimise the damage, and continue attacking using the same method.

STAGE 6: JUSTICE

MYSTIC EARTH NINJA ■ MYSTIC METAL NINJA ■ **LOCATION:** AREA 1, ENTRANCE

Same routine as when you met this lot last time in Stage 4. It's a pain, but you've got to fight your way past them.

ELITE FOOT NINJA

LOCATION: AREA 1, ENTRANCE

This tricky Ninja has the ability to create clones of himself. When he does this, just stay away from the darker-coloured clones and keep attacking the original. He's also got a devastating combo, plus a spinning attack that's very quick, so use your dash a lot during this battle. Shurikens come in handy here too, if you've got any.

MYSTIC FIRE NINJA

LOCATION: AREA 2, JAPANESE GARDEN

You know the routine, deal with him as you did in Stage 4.

MYSTIC WIND NINJA

LOCATION: AREA 3, FOOT SCIENCE LAB

And again. Yawn.

GIANT MOUSER ROBOT

LOCATION: AREA 4, MOUSER ARSENAL

You've got to try to get your attacks in on one of them, while avoiding the attentions of the other. Focus on one first, then turn your attentions to the other, rather than whacking them both as it'll make things much easier once one goes down.

DR. STOCKMAN

LOCATION: AREA 5, DEMOLITIONED ARSENAL

DR. STOCKMAN

Taking Stock: Aim for Stockman's head.

To begin with, the only way to damage Stockman is with your jump attack, which makes this a tricky battle. Firstly, he's got a machine gun and rocket launcher, which do a lot of damage but are both easily avoided by staying in close. He's not going to make it that easy though, and also has a mortar attack. Wait until you see him fire up, then quickly dash out of the way to avoid the blast radius, before getting back in close for more head thwacking.

Once you get him about two-thirds of the way down, you'll smash the glass on his helmet, and he's now vulnerable to attacks on any part of his body. However, he also begins a grab attack, where he'll throw you across the room, which means staying in close is tricky. Instead, just dash around him in a circle (fairly close, but far enough away to avoid the grab), and nip in and out with attacks until you finally knock him out.

ELITE FOOT NINJA

LOCATION: AREA 6, TRAP CORRIDOR

Deal with this Elite Ninja the same way you did the last one by avoiding his clones where possible and concentrating your attacks on the original. He's quick-footed and tricky to outrun, but use the same hit 'n' run technique that you have on many occasions before and he shouldn't cause you too many problems.

SHREDDER

LOCATION: AREA 7, HELIPAD

Time for the final showdown with your arch-enemy Shredder. As you'd expect, he's the toughest boss in the game, and after such a long fight to reach him, this is one tough battle, as you'll likely be fairly low on lives already. The key to kicking his armoured-up ass is to keep dashing away from his lethal combos, then countering with your own when you spot a brief window of opportunity. You'll have to stay pretty close to let you do this, but far enough away that he doesn't whack you with his blades.

Be especially careful of his ground strike attack which unleashes an energy wave that knocks you down. When you see him hit the ground with his blade, leg it – quick. Shurikens are dead handy for this fight, so use them whenever you get an opportunity. To help you out, there's a crate in each corner, containing two burgers and two lots of shock shurikens. Good luck!

THE FACTS: FORBIDDEN SIREN ● PLAYERS **1** ● MEMORY CARD SPACE **73KB** ● DIFFICULTY **VERY HARD** ● COMPLETION TIME **THREE WEEKS**

FORBIDDEN SIREN

FIRST AID Evade those zombies and live to see the unhappy endings with these essential survival tips.

The first part of our survival-tastic guide to this terrifyingly big adventure...

01 JACKING UP

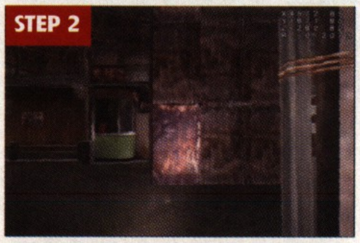
BEST PLAYED
In a fully-illuminated room, preferably with happy music playing to keep you sane!

Perhaps the best innovation in *Forbidden Siren* is your ability to 'Sight Jack'. By pressing L2, the screen will be filled with static, but if you rotate the left analogue stick, you can tune in to the point of view (POV) of any nearby living or undead creature and then assign it to any of the face buttons for easy access. You can assign up to four POVs at once, but you may need to update them at times because, when you bypass some undeads, more may come into your Sight Jack range that need to be taken into consideration. Here is a step-by-step guide to Sight Jacking and how to use it...

STEP 1

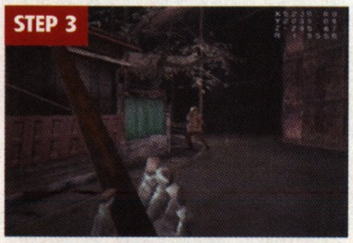
■ Press L2 to enter Sight Jack Mode and then rotate the left analog stick to tune in to the nearest undeads.

STEP 2



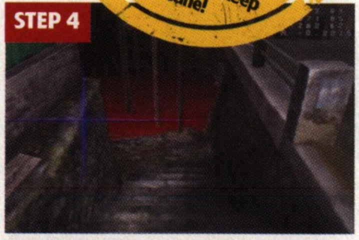
■ When you've got a 'hit', assign it to one of the four face buttons and then keep surfing for more until they're all assigned.

STEP 3



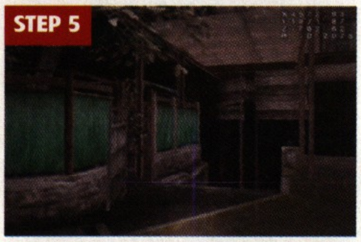
■ Using the four undead POVs, try and ascertain your position in relation to theirs. To make this easier, look out for...

STEP 4



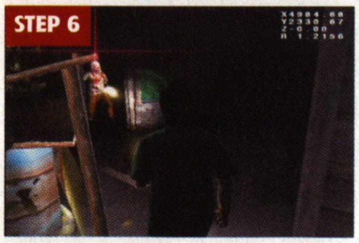
■ Coloured crosses – the blue one represents your position and the green represents any non-playable humans.

STEP 5



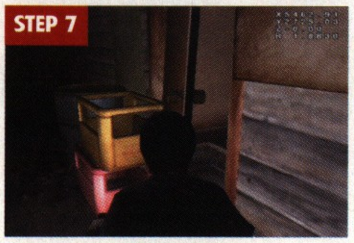
■ If you are near an undead (as represented by their POV), watch their movements very carefully.

STEP 6



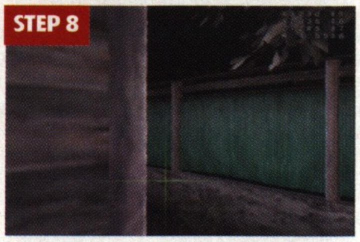
■ When they look away, move slowly and quietly past them. If the screen flashes red then they've seen you – run!

STEP 7



■ Go and find a place to hide and then Sight Jack them again to see if they are still chasing you.

STEP 8



■ When they resume their normal routines, attempt the evasive manoeuvres again.

BEAT THIS → AS AKIRA, CAN YOU SAVE YORIKO AND GET HER OUT OF THE STAGE IN UNDER 1:04? WE SURE AS HELL

1 WATCH AND LEARN

The cut-scenes, although highly disturbing, give subtle insight into the stage ahead and provide clues to exactly what you need to do. So always watch them closely and listen to the dialogue for hints.

2 RUN AROUND

To combat the undeads with guns, make sure you run in zig-zags so that they have trouble getting a bead on you, and try to attack them when they are at their most vulnerable – when they're reloading.

Kyoya Suda
Map
Start

3 MAPPED OUT

Your map (accessible via the SELECT button) is an invaluable tool for beating the levels. Although it doesn't mark your position, or that of the undeads, it still lists all the areas and structures of interest, so visit them all.

4 QUIETLY DOES IT

The undeads respond to sound, so keep it down in the more heavily populated areas. Crouching down and creeping (◎) is silent, but slow, whereas gentle, slow movement with the right stick works well too.

5 YELL, OH!

At certain points you'll need to attract the attention of the undeads to draw them out of position. Sometimes objects are on hand to help, but for others press △ and select 'shout', then make a run for it and hide.

6 UNDEAD BASHING

When using melee weapons, try and attack the undeads when they are at their most vulnerable – like when they're climbing up ledges or down ladders. And don't swing until they're close otherwise you'll miss.

7 NO PAIN...

There is no set energy system in this game, but you should try to remember that two shots will kill you as will a quick succession of swipes. Run away, though, and any damage you take will be reset.

<Kei Makino - Day 3, 16:00>
Goals for Mission Objective 2 already fulfilled.

8 SEEK AND SEE

Search everywhere. When near an important object, the camera perspective will change to make you focus on it. Also, examine all places and objects for hidden archive items – some are very well hidden.

02 LINK TO THE PAST

All the sequences and events in the game are all intricately linked together. Certain things you do trigger events elsewhere and open up new stages and movies. The link navigator, accessible via the Pause Menu, allows you to keep track of which stages link to others in a natural progression and which stages contain 'keys' (special tasks you need to perform or items you need to find) to unlock additional stages and extra goals in existing stages.

The thing to remember is that there isn't really a set route through the game – when you start playing you'll get a certain sequence of stages, but the things you do in those stages may change the course of events going forward. Anything you miss can be redone later on, once you unlock the stage select option (complete 19 objectives) as this allows you to free trawl the link navigator and revisit past stages to complete everything therein. It's initially very confusing – especially when, as a natural progression, you see some characters die in certain movies, only to be alive again later on in a stage set before the said movie – but the deeper you play into the game, the more sense it all makes. Sort of.

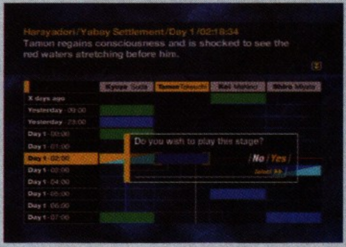
Harumi Yomod
Day 2 15:00
Kyoya Suda
Tamon Takeuchi
Kei Makino
Key stage
Search Stages

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

SINISTER SECRETS

EXTRA SLICES OF UNLOCKABLE SCARINESS!



Harayadori/Yabey Settlement/Day 1/02:18:34
Tamon regains consciousness and is shocked to see the red waters stretching before him.

Do you wish to play this stage?

New modes and prizes await the more accomplished players – but there are no codes, you'll have to do it the very hard way.

STAGE SELECT

Complete any 19 objectives and you'll unlock the Stage Select Mode. This allows you to free trawl around your link navigator and revisit past stages to complete additional objectives and 'key' goals needed to unlock extra stages later in the game.

ARCHIVE ITEM #1

Find 99 archive items in the game and you'll unlock the final one – the Irazu Valley mural – which will then be added to your archive list as a little momento to signify you have seen and done everything!

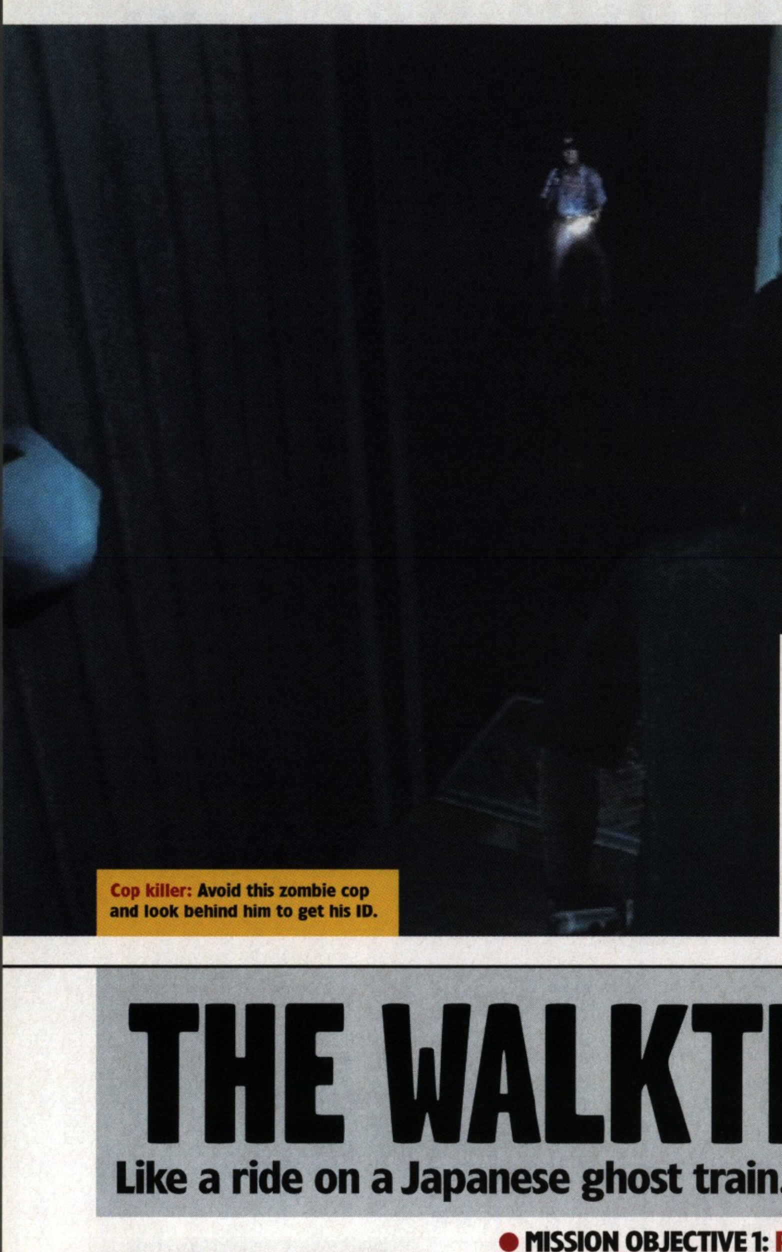
SCARY MOVIE

When you complete all 33 stages (as well as each stage's second mission objectives – so that makes 65, as the first stage only has one objective) you'll unlock an extra movie to scare you silly.

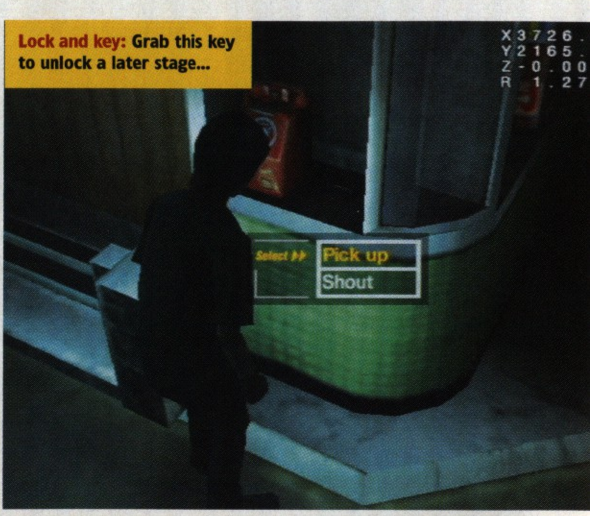
TIME ATTACK MODE

Finally, once you have done absolutely everything (all stages fully complete and all archive items found) you'll unlock the Time Attack feature that challenges you to do every level again – quicker!

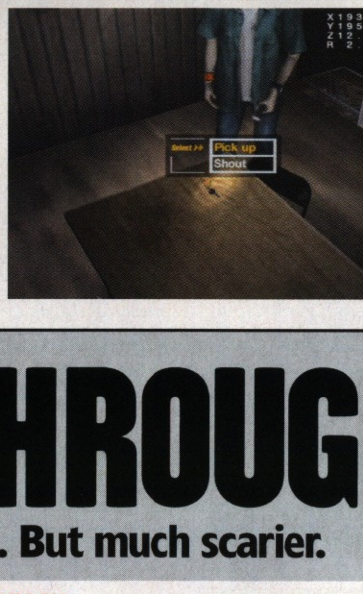
Caveman capers: Complete all scenarios to get an extra, sinister movie sequence.



Cop killer: Avoid this zombie cop and look behind him to get his ID.



Lock and key: Grab this key to unlock a later stage...



X5699.76
Y2347.31
Z-303.27
R 2.5120

THE WALKTHROUGH

Like a ride on a Japanese ghost train. But much scarier.

KYOYA SUDA

(YESTERDAY – 23:00, UPPER ARATO)

● MISSION OBJECTIVE: ESCAPE FROM THE POLICE OFFICER

Run straight ahead and veer slightly over to the left where you should see the prefab shed. Press ⊗ to open the door and then take the car keys from the table. Go into the far corner of the cabin and get the Hanuda Community Newsletter (archive item 004) from beside the copier. Now kill your torch beam (⊡) and approach the door of the hut .

When the police officer is moving down to the left, crouch down (◎) and walk directly back to the wall. Pick up the police officer's ID (archive item 005) on the ground and then head down towards the truck. Use the △ button menu system to get inside and then use the left analogue stick to look around the cab of the truck at the magazine on the passenger's seat (archive item 006). Press ⊗ to get it and then press △ to insert the key into the ignition and start the truck.

KYOYA SUDA

(DAY1 – 02:00, ARATO/BANKS OF THE MANA RIVER)

● MISSION OBJECTIVE 1: REACH THE ROAD TO KARUWARI WITH HISAKA YAO

Approach Hisaka and then hit L2 to enter Sight Jack Mode. Press ↑ on the left analogue stick and rotate it slightly to the left or right and you should see Hisaka's perspective of yourself. Assign this view to one of the face buttons by pressing it, then rotate the stick some more. You should now be able to get three more undead perspectives.

Follow Hisaka to the steps and then Sight Jack her. When she goes up into the village area and calls for you, follow her up. Before you rejoin Hisaka, head left at the top of the stairs and pick up the key next to the telephone outside the Tobacconists. Rejoin Hisaka and follow her lead, ducking down to avoid the gaze of the second undead, and then turning off your torch as you near the end of the alley.

At the end of the alley, head over to the shack with the fallen barber's shop sign outside. Follow the wall down to the right and then examine the hole (you'll need to turn your torch back on) to get the rusty plate with the 'strange symbols' drawn on (archive item 012). Now head over to Hisaka standing next to the shelter and push towards the wall of the shelter to climb up on top. Turn around to face Hisaka, crouch down and press △ to haul her up then follow her along the path.

TAMON TAKEUCHI

(DAY1 – 02:00, HARAYDORI/ YABAY SETTLEMENT)

● MISSION OBJECTIVE 1: REACH THE ROAD TO KARUWARI WITH YORIKO ANNO

The mission will begin with you obtaining Tamon Takeuchi's faculty ID (archive item 009). Approach Yoriko and enter Sight Jack Mode. You should be able to tune into her perspective as well as that of three undeads in the area. Pay particular attention to the undead brandishing a Shotgun on top of a roof as you'll notice that the blue and green crosses in the corner of his vision indicate that you and Yoriko are close. Wait until the undead is looking away at the watch tower and then move Tamon down the path straight ahead until you are sheltered behind the old shack.

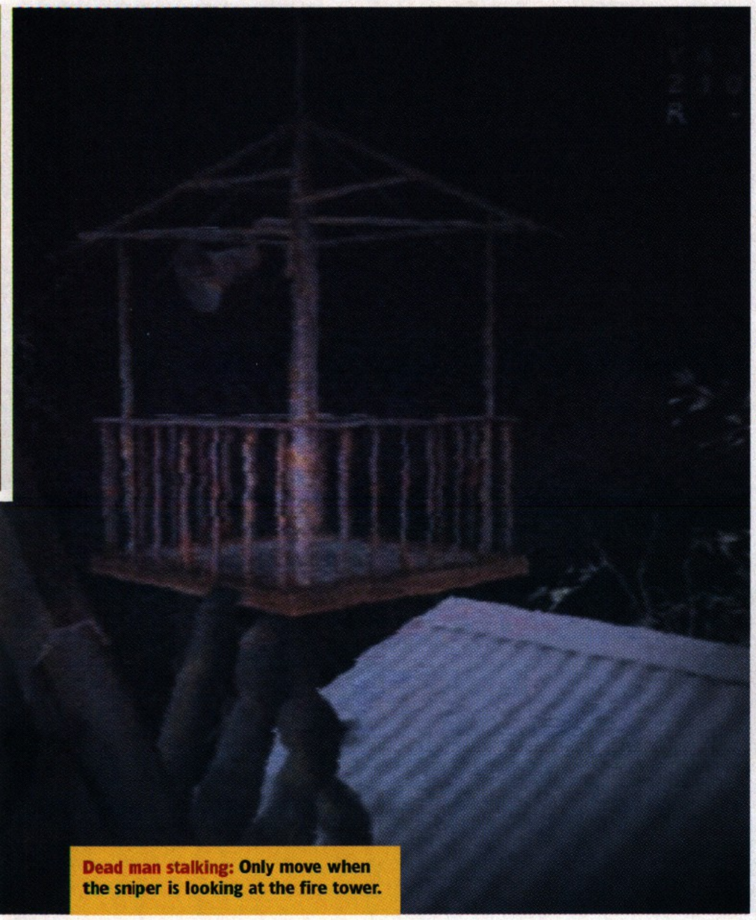
From here, wait until the undead sentry is looking at the watch tower again and then quickly leave Sight Jack mode, press △ and select the "Come here!" option to call Yoriko across to you. When she has joined you, press △ and select the "Wait!" option to have her stay put. Now you can complete a few additional goals in the area safe in the knowledge that Yoriko isn't going to get shot.

When the undead sentry is looking at the tower again, head back over the stone bridge and go down the side path to the left, along the river bank. Drop off of the bank into the drained river and examine the locked pipe valve, then head up the steps, avoiding the watchful gaze of the two wandering undead and go to Yoshimura's house with the crackling radio (at the top of the steps, turn 90° to the right to see Nakajima's house, then walk around to the far side of it and lift yourself up another level to find it). Pick up the radio (press △ and choose the option) and then head back down the steps to the river until the patrolling undead has past (by Sight Jacking him you'll see that he passes a wishing well near to the top of the steps).

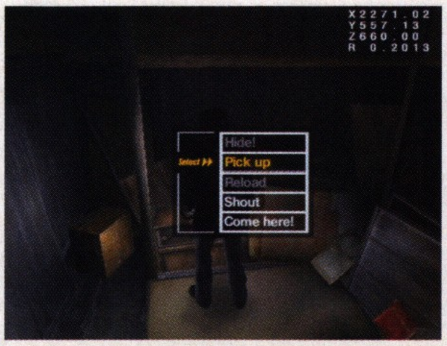
HEAD TO THE WELL

When the coast is clear, walk up to the well, press △ and choose to raise the bucket. After the cut-scene, pick up the idol that falls out of the bucket (archive item 011), press △ again to place the radio in the bucket and then scurry back to the steps. During his next patrol, the undead will be distracted by the hissing radio in the well as he walks past it, so when he is focused on it, crouch down and approach him slowly before shooting him in the back. You will now complete your goals for Mission Objective 2. Very handy indeed.

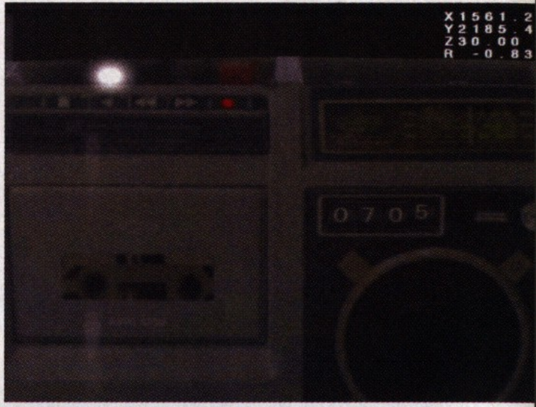
When the coast is clear of the second wandering undead, go back to the hut that had the radio in, then head around to the side and go up the small slope to the cemetery area with the makeshift graves in (if you do encounter the second undead, shoot her a couple of times to temporarily put her down). Examine the cabinet next to the graves to get the fragment of megalith (archive item 010) and then head to where you positioned Yoriko. Now simply have her follow you up the winding path to Karuwari.

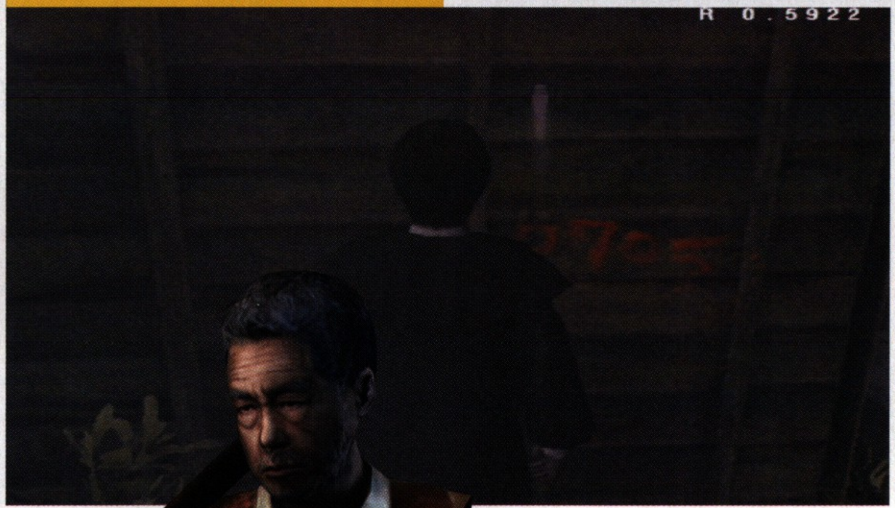


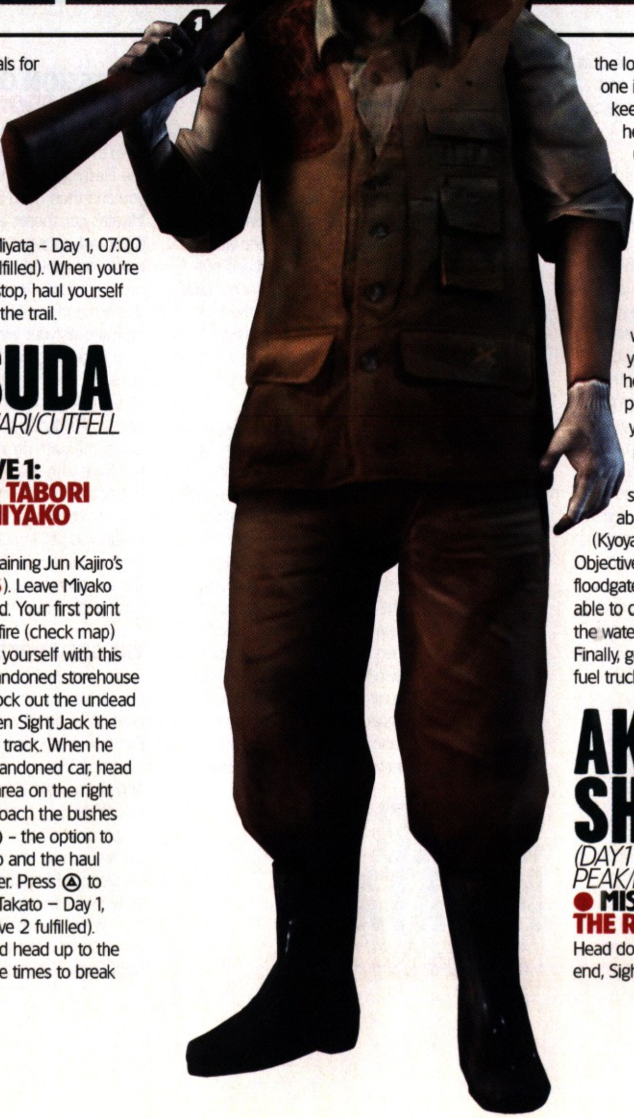
Dead man stalking: Only move when the sniper is looking at the fire tower.



Number cruncher: Use this as a counter reading to get a code off the cassette player...







KEI MAKINO

(DAY1 – 05:00, ARATO/BANKS OF THE MANA RIVER)

● MISSION OBJECTIVE 1: REACH THE ROAD TO KARUWARI

The mission begins with you obtaining the Book of Deliverance (archive item 020). Immediately enter Sight Jack Mode and assign the views of the four nearby undeads. Wait until the undead at the top of the steps is looking away at the telephone outside the Tobacconists, then head up and over to the right. Head down the same alley that you followed Hisaka down as Kyoya and then head through the door to the cafeteria (which is now open). Examine the Hanuda Town Hall News paper (archive item 019) and then plug in the freezer next to the door. Leave the building and then continue down the passage. Crouch when you get to the next bend and edge carefully along as there will be an undead crouching down furrowing in the bushes.

At the end of the alley, refresh your Sight Jack with the new lurker (who seems to like banging a hammer against a door) and then wait until the coast is clear from the other undeads and then head down the alley next to the Ishikawa's house. You'll notice a door barred by a combination lock and another further up. Go through the unlocked door and then through the second door into the room. There'll be a tape recorder on the table and a scroll hanging on the wall (archive item 018).

You can get the code to the combination lock by using the cassette recorder, simply head back out to the alleyway and then look on the wall for a code scrawled in blood (0705). Fast forward the cassette to this point on the counter and then press play. A voice will tell you the code (it changes every time). Use this code on the combination lock to open the shed and get the face towel and the rope (Kei Makino – Day 3, 12:00 Goals for Mission Objective 2 fulfilled).

Now head back to the cafeteria and examine the freezer you plugged in earlier and open it up. Go to the sink and choose to soak the face towel, then place the wet face towel inside the freezer (Shiro Miyata – Day 1, 07:00 Goals for Mission Objective 2 fulfilled). When you're done in there, head to the bus stop, haul yourself up on top and then head along the trail.

KYOYA SUDA

(DAY1 – 08:10, KARUWARI/CUTFELL WAY)

● MISSION OBJECTIVE 1: REACH THE ROAD TO TABORI SETTLEMENT WITH MIYAKO KAJIRO

The mission begins with you obtaining Jun Kajiro's family register (archive item 025). Leave Miyako where she is and scout up ahead. Your first point of call is the remains of the bonfire (check map) where you'll find the poker. Arm yourself with this and head down towards the abandoned storehouse (see map). Use the poker to knock out the undead guarding the storehouse and then Sight Jack the rifle-toting sentry further up the track. When he starts moving up towards the abandoned car, head up the track and duck into the area on the right where the stone lantern is. Approach the bushes next to the lantern and press △ – the option to clear them should appear. Do so and the haul yourself up to see a stone marker. Press △ to push this out of the way (Reiko Takato – Day 1, 23:00 Goals for Mission Objective 2 fulfilled).

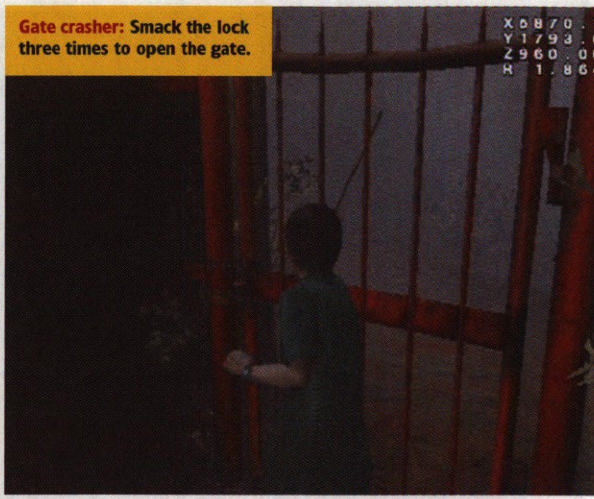
Now go and get Miyako and head up to the iron fence. Swing the poker three times to break the lock. There are two undead in this next area, one is patrolling the terraces, the other is keeping guard on a hill down the bottom. Start heading down the terraces and kill the first undead – preferably as he is climbing up to get to you, and then go and maim the second. Head up the pathway towards the church and have Miyako wait by the gate. Head across the next path and there will be four undeads in this next area – one up by the fuel truck, two roaming the terraces and the shotgun-wielding undead you dodged before. Gauge your movements on the gun-toting one as he poses the most threat and then use your poker to knock the other three out to buy you some breathing space. Now, when the gun-toting undead is at his usual position – facing down the track towards the storehouse – creep to the front of the abandoned car and pick up the screwdriver (Kyoya Suda – Day 2, 01:00 Goals for Mission Objective 2 fulfilled). The head over to where the floodgates are marked on the map. Here you'll be able to clear the bushes out of the way to get to the water valve, but not be able to turn it yet. Finally, go and get Miyako and lead her up past the fuel truck on the road towards the Tabori settlement.

AKIRA SHIMURA

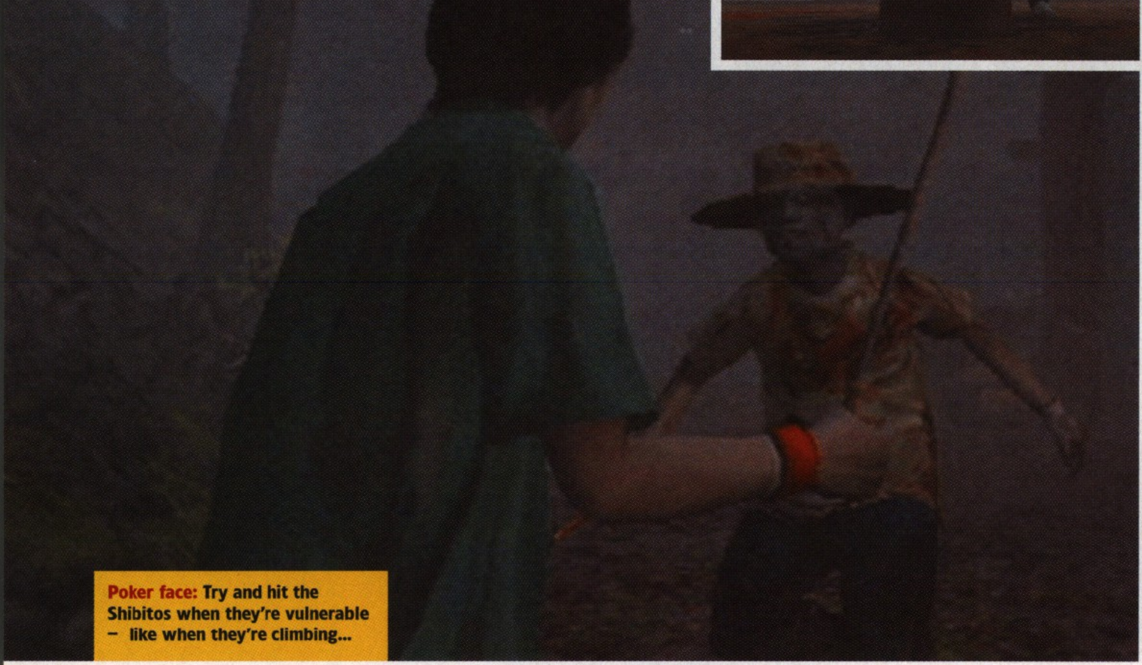
(DAY1 – 08:00, GOJAKU PEAK/MISUMI TRAIL)

● MISSION OBJECTIVE 1: REACH THE ROAD TO HIRASAKAI

Head down tunnel no. 1 and as you near the end, Sight Jack the nearby undead standing



Gate crasher: Smack the lock three times to open the gate.



Poker face: Try and hit the Shibitos when they're vulnerable – like when they're climbing...

Select ▸▸
Clear brushwood
Shout
Come here!

guard with the rifle. He sees everything, so wait until he is looking away from your blue cross area and run down to the end of the passage and turn left.

MORE UNDEAD AND A DIARY

There are two more undeads roaming the yard beneath the sentry, so Sight Jack them and then go down the steps. Head down the second set of steps to get the Kamoshika diary (archive item 028) then come back up and wait for a convenient point to run across to the siren shack. Go inside and take the wire-cutters then head up shaft no. 5 east. Kill the undead lurker and then alter the track using the rusty point switch (Naoko Mihama – Day 1, 19:00 Goals for Mission Objective 2 fulfilled) then go through the gate on the right and overturn the marker lodged in the wall (Reiko Takato – Day 1, 23:00 Goals for Mission Objective 2 fulfilled).

Head back through the siren shack and up shaft no. 3 east. Sight Jack the undead around the corner and then shoot him when his back's turned, then approach the mine cart, press START and opt to cut the wire. Push the mine cart and then head back out and down towards the custodian's shack. Pick up the key from the ground near the gate and then use it to open the gate. Head down the steps and take care of the undead behind the shack (you can't get into the shack yet), then go down the slope and climb over the wreckage.

KEI MAKINO

(DAY1 –12:00, HIRUNOTSUKA/ ROUTE 333)

● MISSION OBJECTIVE 1: REACH ROAD TO HIRASAKAI

The mission begins with you obtaining the Parish directory (archive item 024) and the Umi-okuri (archive item 031). Have Tomoko follow you and lead her straight down the track past the two snipers. Wait by the empty patrol car and Sight Jack up ahead. There'll be one undead furrowing in the bushes and another nearby circling the house.

When the one circling the house starts walk around the front of the house, lead Tomoko up to house and start circling it slowly behind the undead. When the moving undead stops and starts looking out towards the patrol car again, head towards the steps off to the left. Head up the steps and when you reach the large stone, climb up on it and pull Tomoko up. When you get to the small shrine, pick up the fertility stone and use it to smash the lock on the shrine (Tamon Takeuchi – Day 1, 20:00 Goals for Mission Objective 2 fulfilled). You won't break it, but you should weaken it sufficiently for Tamon to shoot it off later.

Now approach the cliff to the side of the small shrine (with the shrine down below) and then Sight Jack the undead repeatedly banging his hammer on the door. When the coast is clear, drop down off the cliff and examine the door at the back of the shrine. You'll notice that there is a combination lock on it, but you don't know the code... yet. Dodge the undead banging on the door by walking slowly around the back of the hut and then head down the track behind him. When you reach the ledge, lift yourself up and then turn around to pull Tomoko up, then continue down to the next ledge behind the sniper. When you climb up, turn around and pull up Tomoko to trigger a cut-scene of her getting shot at and running off. Now simply continue down the path to complete the mission.

SHIRO MIYATA

(DAY1 – 03:00, JANOKUBI VALLEY/ORIFUSHI FOREST)

● MISSION OBJECTIVE 1: ESCAPE FROM JANOKUBI VALLEY

The mission begins with you obtaining the Letter from the Kajiro family (archive item 003). Pick up the Flashlight from the ground straight in front of you and then head down the narrow path towards Miyata's car, there's a patrolling undead you can Sight Jack to avoid on the way there, but if you're quick you should be able to get to the car without being spotted. Open up the trunk and take the Wrench and the Flare from inside – the wrench now acts as your weapon, so test it out on a foe.

Head back up the track towards the suspension bridge, but pay a visit to the small shrine on the way to get the Phone Card (archive item 014). Knock out the undead standing at the top of the path near the small shrine and then use the Flare with the scrap material bin to cause a distraction to draw the gun-toting undead off of the suspension bridge. Head back down the path where you just knocked out the undead and wait for the suspension bridge sentry to fix his gaze on the bin, then head around to the other path and duck behind him onto the bridge.

THE ORE PROCESSING PLANT

Once over the bridge, if you die, you will restart on the far side of the bridge. Now, head into the ore processing plant, turn right and go up the stairs. Examine the generator on the floor and you'll be informed that you need fuel. Go into the next room and pick up the empty can, then you need to take this all the way back to Miyata's car. Don't worry, the suspension bridge sentry is still captivated by the bin fire, so you don't have to worry about him, just be prepared to batter the patrolling undead you tested your weapon on before!

When you're at the car, fill the can up with gasoline. Take this can back to the generator and fill her up, then start it to draw the gun-toting undead out from the back of the complex. Head back down the stairs you just came up and duck around the corner – the undead will then stare fixated at the light bulb, so you don't have to worry about him any more! Sight Jack the other gun-toting undead standing sentry outside the complex and then head down the next set of stairs (to the left as you enter the complex). Keep heading downwards, but be sure to duck when you get to the lowest level to avoid being spotted by the undead sentry you just Sight Jacked. Examine the papers scattered on the floor to get the Proposal for TV program (archive item 015) and then head all the way back upstairs, out the back door of the complex and down the path straight ahead to complete the mission.

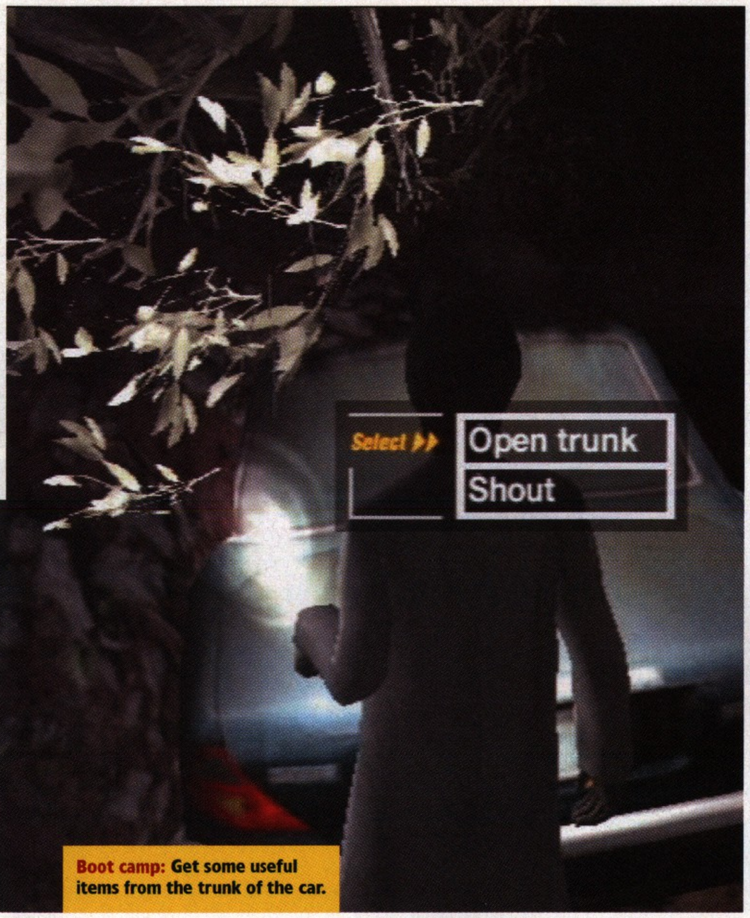
RISA ONDA

(DAY1 – 04:00, TABORI/ ABANDONED HOUSE)

● MISSION OBJECTIVE 1: ESCAPE FROM THE ABANDONED HOUSE

Turn around and go straight through the door into the kitchen. Examine the floor hatch to the right as you go in, on the ground in front of the cabinet access the △ menu to open it up. Push the marker over (Reiko Takato – Day 1, 23:00 Goal for Mission Objective 2 fulfilled) and then Sight Jack for the undead doing the rounds outside. When the coast is clear, head to the dog house around to the left and pick up the kite twine from inside and the spare key to the Siren shack around the side of it (Kei Makino – Day 3, 16:00 Goals for Mission Objective 2 fulfilled).

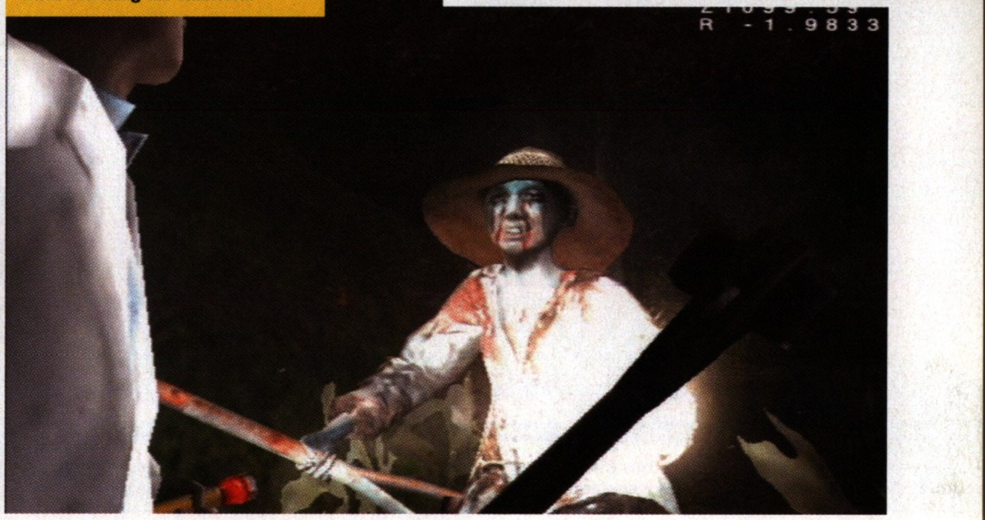
Keep heading around the side of the building until you reach the circuit breaker (the one on the wall of the main building, not the one on the small cottage building outside the kitchen) and switch it on. Then head into the cottage and examine the desk before opening it to get the Torn-out page



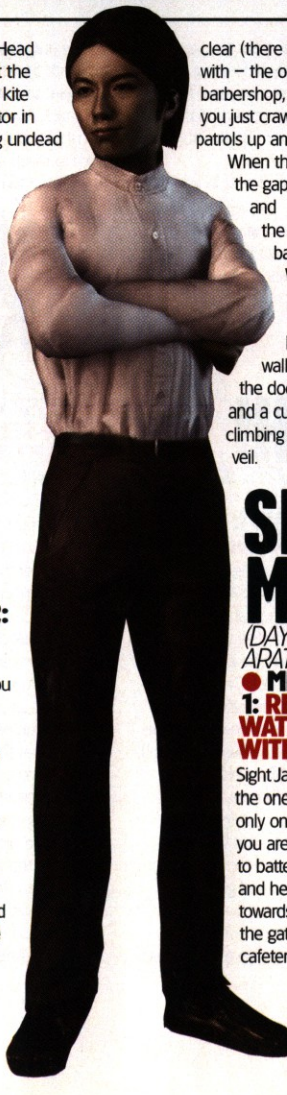
Boot camp: Get some useful items from the trunk of the car.

Monster mash: Get the timing right when attacking the Shibitos...

X1553.4
Y4345.5
Z-14.34
R 1.691



from sketchbook (archive item 016). Head back into the kitchen and press △ at the cupboard next to the fridge to tie the kite twine on. Do the same on the ventilator in the window and wait for the patrolling undead to pass by outside before turning the ventilator on. Head out and duck behind the barrels next to the circuit breaker on the side of the cottage and wait for the gun-toting sentry outside the gate (opposite, and slightly to the left of the kitchen door) to be draw in. When he goes into the kitchen, head out the gate to complete the mission.



KEI MAKINO

(DAY1 – 05:00, ARATO/BANKS OF THE MANA RIVER)

● MISSION OBJECTIVE 2: FIND GUIDE HISAKO'S VEIL

This will be familiar as the scenario you played earlier – but with a few significant differences. Wait until the undead looking down the steps starts walking away and then head up the steps and over towards the back of the cafeteria. Pick up the 18-litre can behind the cafeteria and then head in through the back door. Plug in the freezer, leave and continue down the back lane, crouch to avoid the undead rummaging in the bushes. Wait at the end of the passage until the coast is clear (there are three undeads to contend with – the one on the roof of the barbershop, the one looking into the alley you just crawled down and one who patrols up and down the street).

When the coast is clear, head into the gap between Ishikawa's house and the barbershop and have your back to the wall of the barbers. When the undead on the roof looks down into the gap and then proceeds to continue bashing his hammer on the wall, use the 18-litre can next to the door with the combination lock and a cut-scene will show you climbing up onto the roof to get the veil.

SHIRO MIYATA

(DAY1 – 07:00, ARATO/BUS STOP)

● MISSION OBJECTIVE 1: REACH UPPER WATERS OF RIVER WITH RISA ONDA

Sight Jack the roof-top sniper and the one with the pistol (they're the only ones you need worry about as you are still brandishing the wrench to batter any others into submission) and head down the back alley towards the cafeteria. Go through the gate on the far side of the cafeteria and get the hammer from the skip (Kei Makino – Day 3, 16:00 Goals for Mission Objective 2 fulfilled), equip it as a weapon, then kill the two nearby undeads and head over towards Rokkaku's house and wait by the front door.

When the sniper is looking over towards the bridge, lead Risa through the side gate and around to the back. You should see a door left ajar, examine it and then command Risa to go inside (Kyoya Suda – Day 2, 20:00 Goals for Mission Objective 2 fulfilled). Go back around to the front of the house and examine the letterbox to get the Hanuda Town Hall News (archive item 023). Open the door and call Risa to follow then, when the coast is clear, lead her down the steps past the side gate and along the river bank to complete the mission.

AKIRA SHIMURA

(DAY1 – 08:00, GOJAKU PEAK/MISUMI TRAIL)

● MISSION OBJECTIVE 2: REACH ROAD TO DOUSOJIN STONE

The mission begins with you obtaining the Medical records dated 27 years ago (archive item 029). Do exactly as you did in Akira's previous scenario (except you don't need to bother going up shaft no. 5 east and switching the track and moving the marker if you did so previously) except this time you are able to enter the custodian's shack. Once inside, get the Commemorative photo (archive item 027) from the table and grab the pick axe.

You now have to track back to the mine office and head upstairs to break the lock off the gate barring your way to the Dousojin stone, so Sight Jack the sniper you ran over with the trolley and when he settles in his set place, start heading back to the main yard, crouching down when you reach the side of passage area so as not to be spotted. When you reach the end of the passage, you should be able to get a clear shot at him across to the right. Before you shoot, Sight Jack the other three undeads – the two in the yard and the sniper on top of the siren shack.

When you shoot the first sniper, the sound should alert the two wandering undeads over, so shoot them too. This just leaves the sniper on the siren shack, so blast him when he is looking away and then head up into the mine office and smash the lock. Now simply go down the road.

NAOKO MIHAMA

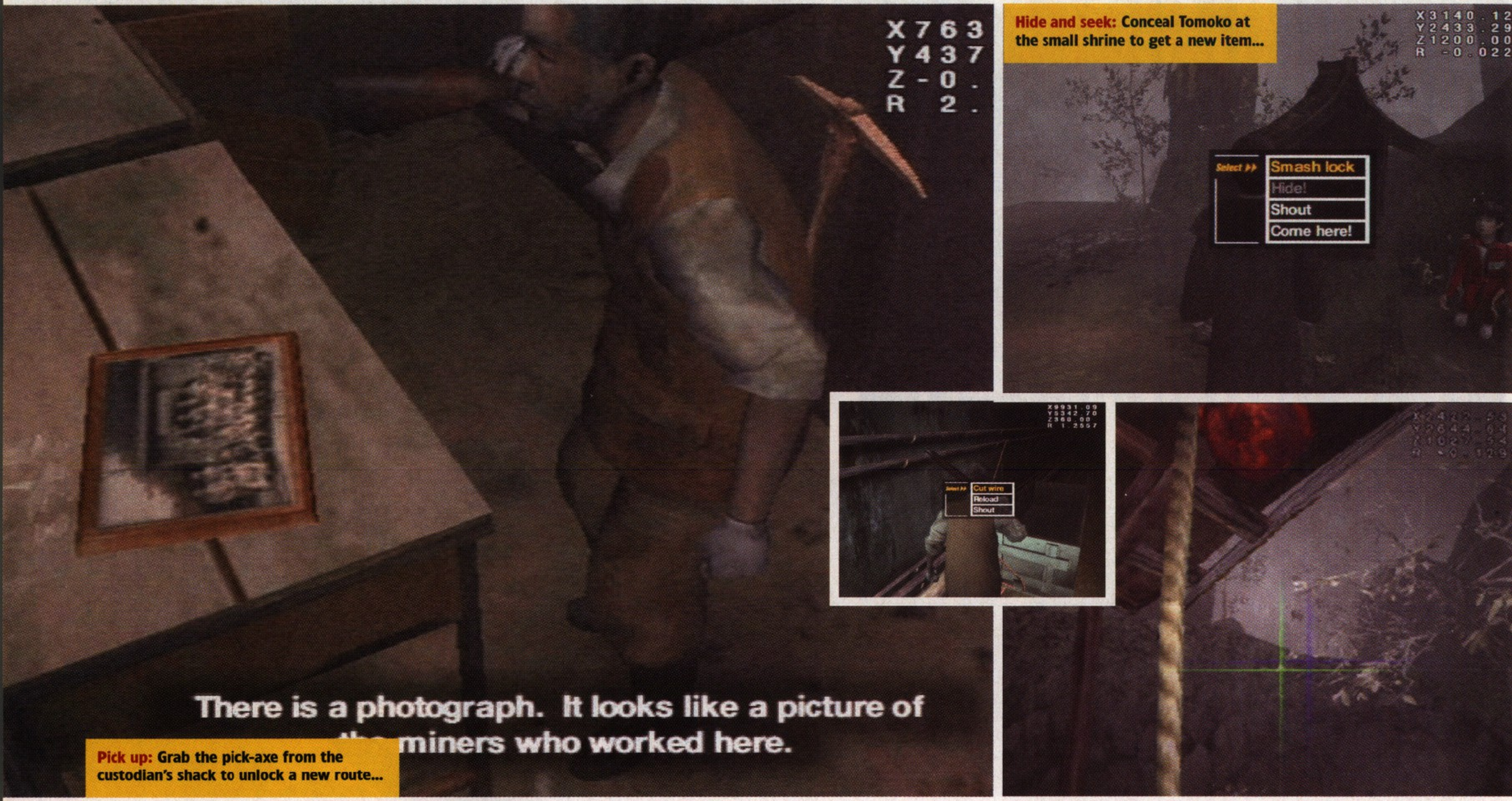
(DAY1 -19:00, GOJAKU PEAK/JAKOBEY PASS)

● MISSION OBJECTIVE 1: REACH THE ROAD TO JANOKUBI VALLEY

The mission begins with you obtaining the Legend of Yaobikuni (archive item 030) and the Dousojin statue (archive item 039). Sight Jack the undead patrolling the mine office (he'll come up the steps and loiter for a minute in the area close to where you start the level, beyond the gate) and the one next to the siren shack. When the patrolling mine office undead heads back downstairs and over to one of the entrances, follow him down the steps and then duck down the next set to the dead-end area down below, here you'll be able wait until he goes back upstairs again.

When the undead near the siren shack is facing shaft no. 5 east, run over to the siren shack, go through the door nearest shaft no. 3 east and sound the siren on the wall. This will draw the undead out of shaft no. 3 east, allowing

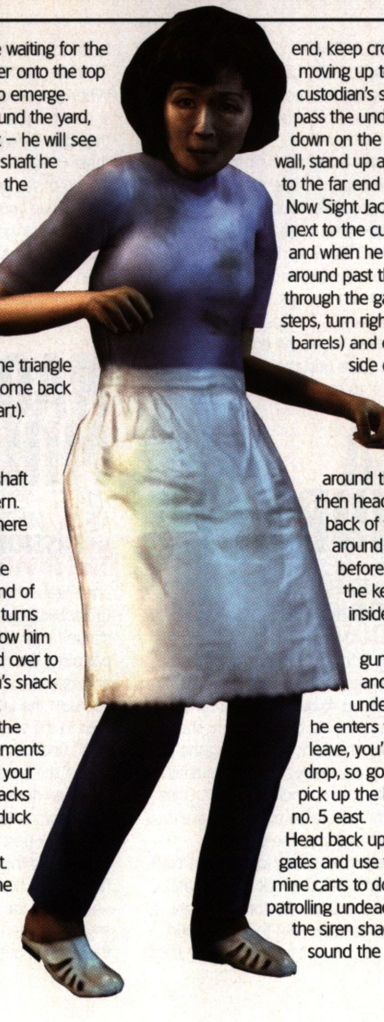
➔



There is a photograph. It looks like a picture of the miners who worked here.

Hide and seek: Conceal Tomoko at the small shrine to get a new item...

Pick up: Grab the pick-axe from the custodian's shack to unlock a new route...



you to head down it, but while you're waiting for the undead to come out, climb the ladder onto the top of the siren shack and wait for him to emerge. When he does and starts gazing around the yard, quickly drop off and run up the shaft – he will see you, but if you run to the end of the shaft he shouldn't get you. Pick up the key to the custodian's shack and then go and search the red school bag on the ground near the old service elevator to get the library card (archive item 041) (Naoko Mihama – Day 1, 22:00 Goals for Mission Objective 2 fulfilled). You should also be able to pick up the triangle (archive item 042) but if you can't, come back and get it after you push the mine cart).

THE SHACK AND THE SHAFT

The undead will come back up the shaft now, but he'll change his patrol pattern. Instead of come right to the back where you are, he'll walk up and down the entrance to the shaft. Stay next to the elevator while he comes up to the end of the opening passage, then when he turns around to start walking back out, follow him down and barge your way past. Head over to the passage leading to the custodian's shack but wait by the mine carts to the left of the main passage and Sight Jack the patrolling undead. Observe his movements and when he wanders down near to your position, pokes his head down the tracks and then starts wandering back up, duck around into the gap leading to the tracks and hide behind the mine cart.

When the undead has got to the other end, looks at the custodian's shack and down at your position before wandering back down your end, keep crouched and start moving up towards the custodian's shack. As you pass the undead ambling down on the other side of the wall, stand up and start running to the far end of the passage. Now Sight Jack the undead next to the custodian's shack and when he starts walking around past the door, head through the gate, down the steps, turn right (past the barrels) and duck around the side of the shack furthest from the door. Wait until the undead goes around the front again, then head around the back of the shack and around to the door, before unlocking it with the key and going inside.

Pick up the gun from the desk and shoot the undead when he enters the shack. As you leave, you'll hear something drop, so go back inside and pick up the key to shaft no. 5 east.

Head back up through the gates and use the tracks and mine carts to dodge the patrolling undead, then head into the siren shack again and sound the alarm. Shoot the undead near the shack and use your new key to open the gate into shaft no. 5 east. Head up and shoot the next undead near the mine cart. Now, the siren should have drawn the other undeads out of their positions and placed them on the tracks, so push the mine cart to wipe them all out, then head back to shaft no. 3 east to get the triangle from the school bag (if you were unable to get it before) and then, while all the undeads are still unconscious, head up through the mine office to shaft no. 1 and run all the way along it to complete the mission.

TAMON TAKEUCHI

(DAY1 – 20:00, HIRUNOTSUKA/ SPRING AT SHRINE)

● MISSION OBJECTIVE 1: DRIVE AWAY SHIBITO BRAIN

The mission begins with you obtaining the Misumi Daily Gazette (archive item 002). Go into Sight Jack Mode and search around for a human undead, not the dog-like ones. Have Yoriko follow you and head down the track to the road (you'll have to pull her up a couple of ledges to get there). Once on the main road, head down towards the patrol car, blasting the dog-like undeads and the winged one flying around nearby (be careful, he has a shotgun!).

Get in the car and press △ to pick up the bullets off the passenger seat. Get out and head down to the house, killing more dog-like undeads on the way. Go inside and pick up the Premier issue of Atlantis magazine (archive item 044) then open the door to the small cave and get the Tamon Takeuchi research notes (archive item 046).

Now head up the steps to the small shrine – the human undead should have now moved down to the (large) shrine – and then walk off the ledge down to the shrine. You should now see the human undead, so get a shot in and then chase him down the track towards the spring. He moves quickly so you'll probably not be able to catch him until he tries to climb up the ledge at the bottom, when he does, blast him to complete the mission.

TAMON TAKEUCHI

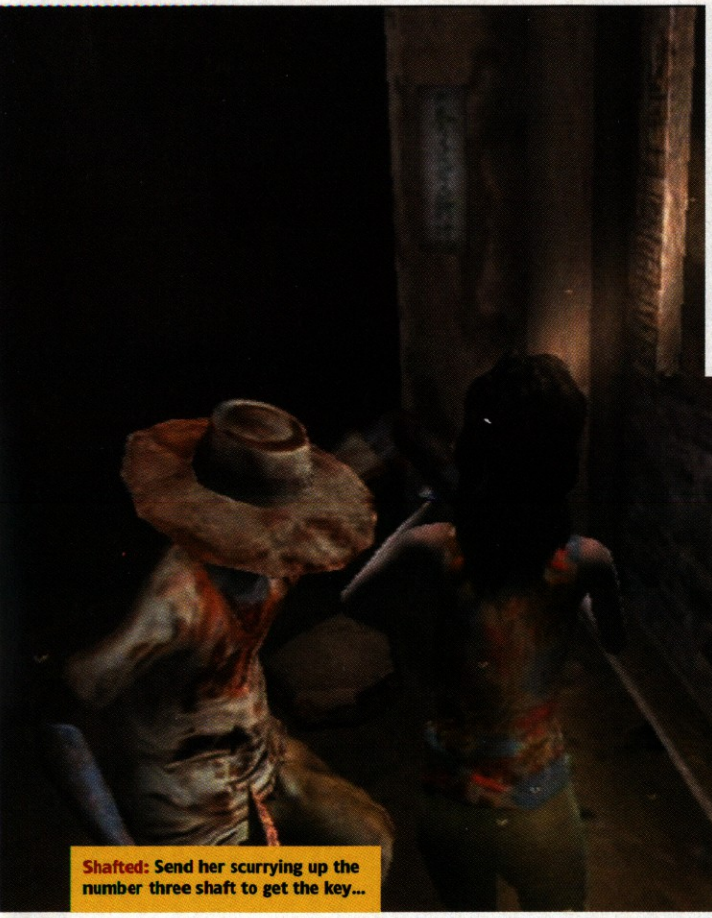
(DAY1 – 02:00, HARAYADORI/ YABAY SETTLEMENT)

● MISSION OBJECTIVE 2: LISTEN TO IN-SCHOOL ANNOUNCEMENT WHILE ON TOP OF FIRE TOWER

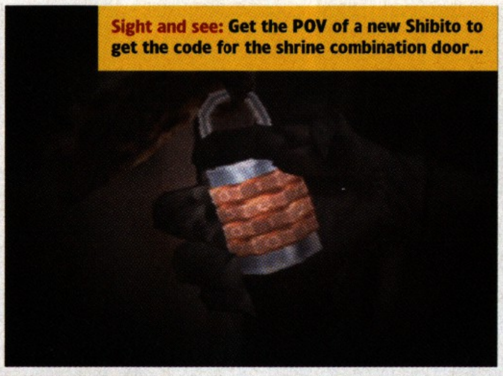
SPEED WALKTHROUGH: Please note, that this mission is timed (although not by any visible timer) and you must reach the top of the fire tower before the in-school announcement is heard. If you take too long completing the pipe puzzle, you will miss the announcement and not be able to complete the second objective of this mission. Therefore, we have compiled this speed walkthrough in order to get you through it as quickly as possible. It also helps if you know the layout of the level inside out!

Sight Jack the undead on the roof nearest to you and run onto the nearest river bank when he is looking at the tower. Drop down through the gap in the railings, turn right and run to the steps (you will alert the gun-toting undead on the bank). Head up the steps, turn right and climb up the ledge, run around the side of Nakajima's house, round the back and then climb up the next ledge.

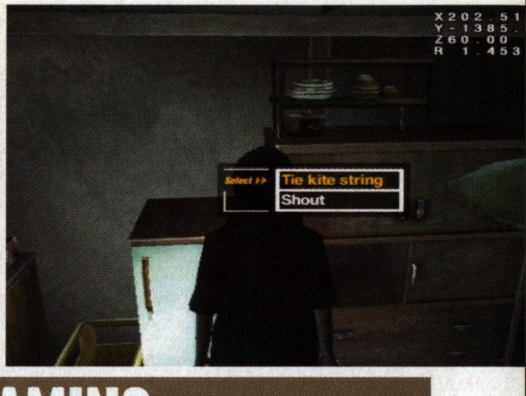
Run to the cemetery and get the key, then run back to the wooden bridge (avoiding the undeads you will have probably just alerted). Cross the bridge and slowly walk up to the gun-toting



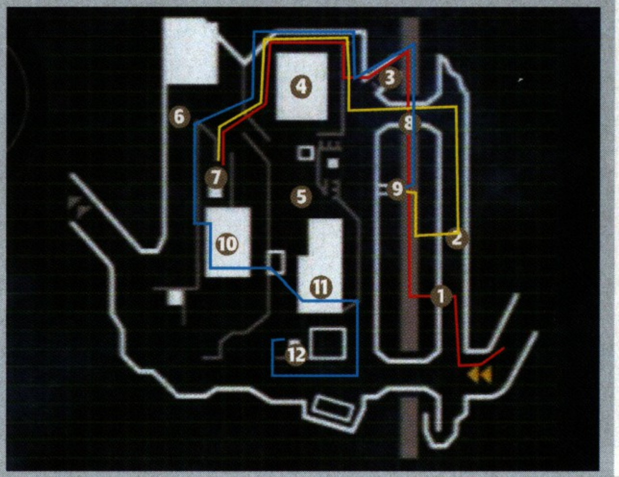
Shafted: Send her scurrying up the number three shaft to get the key...



Sight and see: Get the POV of a new Shibito to get the code for the shrine combination door...



FIRE TOWER TAMING



① Gap in railings
② Undead sentry
③ Steps
④ Nakajima's house
⑤ Undead patrolman
⑥ Undead patrolman
⑦ Cemetery
⑧ Wooden bridge
⑨ Water pipe
⑩ Kawasaki's house
⑪ Sniper
⑫ Fire tower

🟥 Route to Cemetery
🟨 Route to Pipe
🟦 Route to Fire Tower

undead (who should have his back to you having resumed his normal position), shoot him in the back and then drop down through the same gap in the railings as before. Unlock the pipe on the opposite side of the river and then turn the valve (Kei Makino – Day 3, 12:00 Goals for Mission Objective 2 fulfilled).

Head back up the steps and towards the large slope parallel with the cemetery (killing any undeads that get in your way). Jump onto the white roof of Kawasaki's house, walk to the other side, walk right slightly so that you are lined up to jump onto the smaller roof of Takaya's house opposite and then make the jump. Climb up onto the second large white roof and shoot the sniper, then drop off of the side of the roof the sniper was on (a long drop), turn right, walk to the road, turn right again and then climb up the fire tower – if you're quick the other undeads and the gun-toting one further up the road shouldn't get you. As you near the top of the tower, the mission will end. Phew!

REIKO TAKATO

(DAY1 – 02:00, ELEMENTARY SCHOOL/LIBRARY)

● MISSION OBJECTIVE 1: ESCAPE FROM THE SCHOOL WITH HARUMI YOMODA

Leave the classroom with Harumi, open the door to the classroom next door and go inside. Head through the door in the far corner to the next room and leave Harumi in there. Now go back outside the first door you opened and sound the alarm on the wall to draw the undead at the end of the passage out of position. Now go and round up Harumi and lead her out of the far door in the last room, out onto the landing and downstairs – but wait before going down the second flight of stairs as there is an undead wandering around. Sight Jack that undead as well as the one holding the gun down the hall. When the wandering undead goes into the left-hand toilet, lead Harumi downstairs and go into the 3-4 grade classroom. Go through the door in the far corner leading through to the 1-2 grade classroom and hide Harumi in the closet.

Now go back out through the main door to the 3-4 grade classroom and grab Harumi Yomoda's drawing (archive item 007) from the notice board – you should be able to get to it without the gun-toting undead seeing you, but you'll need to switch on your torch to get it, which will alarm him. Head back through the 3-4 grade classroom and into the 1-2 grade classroom, then head out the furthest door out onto the hall and then go through the door into the faculty room.

RETRIEVE HARUMI

After the cut-scene, take the key to the gymnasium from the table in the corner and if you hid Harumi in the right closet at the right time (like we told you) she'll give you some candles at this point (Reiko Takato – Day 1, 23:00 Goals for Mission Objective 2 fulfilled). Please note, that in order to keep the candles, you MUST complete the rest of the mission without dying – if you die, you'll have to quit out of the stage and try again. Also in this room, take the photo taken on the school trip to Gojaku Peak (archive item 008) from the notice board and then cautiously head out into the hall.

Creep down towards the gun-toting undead and then go through the door on the left behind him into the 1-2 grade classroom. Go through to the next classroom and out the main door into the hall so that the gun-toting undead sees you, then draw him along the hall before ducking back into the 3-4 grade classroom, heading through to the 1-2 grade classroom and then out onto the hall, whereby you should have a clear run at opening the door to the gym.

Once inside, go down the steps in the far corner into the cellar area and pick up the crow bar. When you go back up the steps, a cut-scene will introduce you to the zombified Headmaster. Batter him with the crow bar and then take the key he drops, then use it to unlock the main doors and head back out to the hall.

Go back upstairs and kill the undead banging the wall at the top, then go into the library and collect Harumi. Lead her downstairs (watch out – the demon Headmaster is back!) and along the hall to the faculty room, then prize the boards off the window to complete the mission.

SHIRO MIYATA

(DAY1 – 07:00, ARATO/BUS STOP)

● MISSION OBJECTIVE 2: ACQUIRE NOTEBOOK

Head to the cafeteria (go down the back alley, creeping to avoid being detected), then go in through the back door. Examine the piggy bank on the cabinet and opt to smash it (if you placed the face towel in the freezer with Kei Makino on Day 1 – 05:00 earlier, then you can get it out of the freezer now and place the piggy bank on it so that as the towel thaws, the piggy bank will drop in a more controlled fashion – meaning you don't have to be directly in the cop's range when he is alerted).

This will alert the cop eating brains in the locked room, who will then open the door. Take cover by the side of the door as he shoots at you, then wait there until he reloads – at which point, charge in and batter him. Then take the recipe for Hanuda noodles (archive item 022) from the wall and Kyoya Suda's student ID holder from the table to complete the mission.

KYOYA SUDA

(DAY 2 – 01:00, TABORI/INSIDE THE ABANDONED HOUSE)

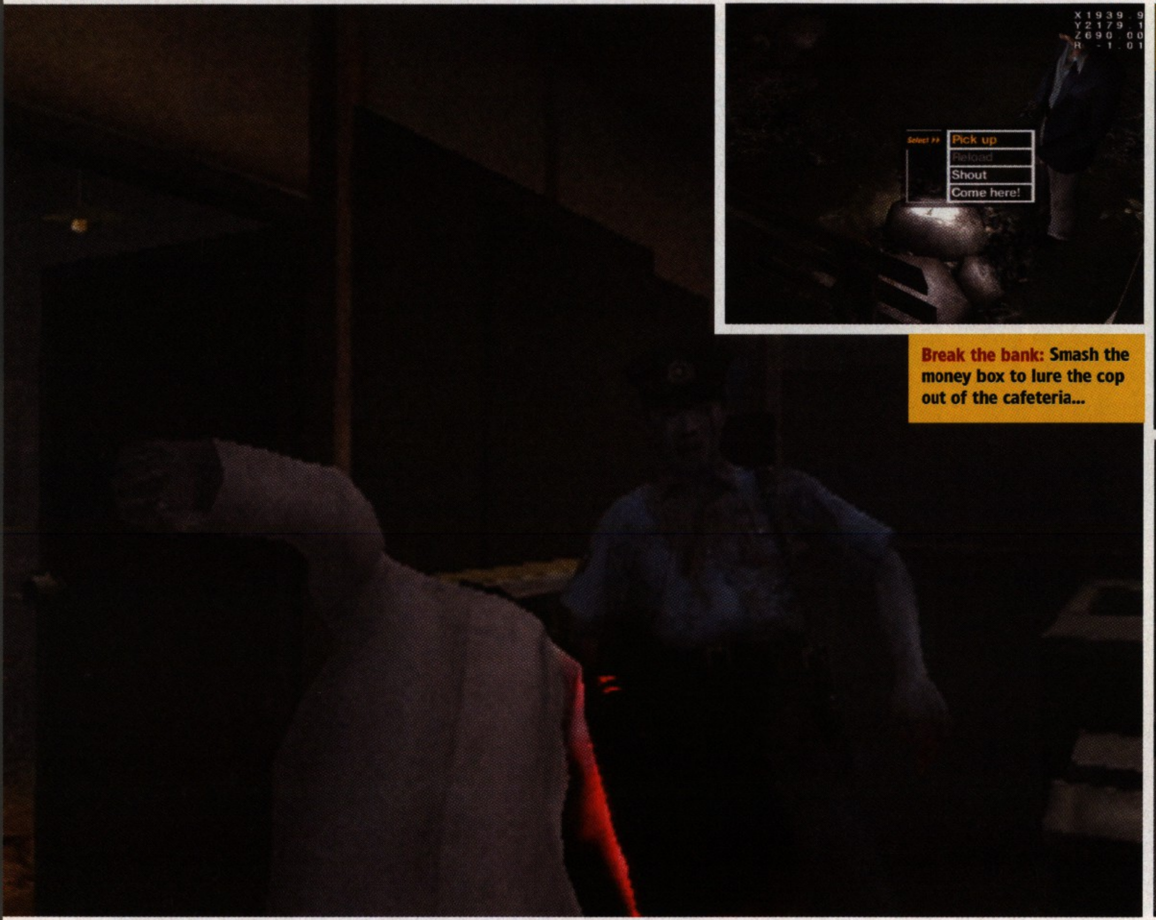
● MISSION OBJECTIVE 1: ESCAPE FROM THE ABANDONED HOUSE WITH MIYAKO KAJIRO

Open the door straight ahead, then edge out into the passage and back into the room to draw the patrolling undead in. Batter him with the poker and then open the door that leads through to the adjacent room and go through. Go out the open door, turn left and use the storeroom key you acquired earlier on in the game to unlock the door to the barn. Go in with Miyako (It's very important to have Miyako with you if you want to trigger Harumi Yomoda – Day 2, 15:00 Goals for Mission Objective 2 fulfilled). Have Miyako hide in the barn.

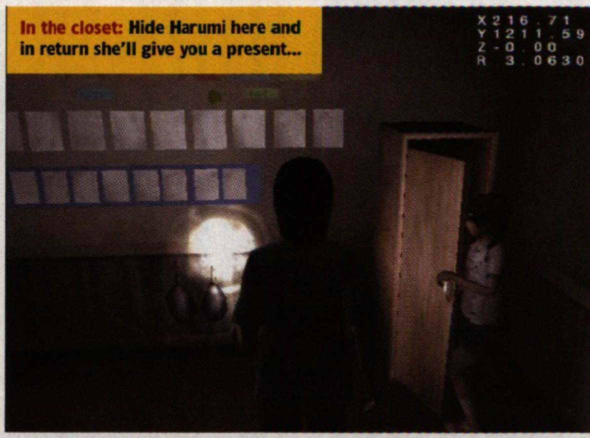
Now go back into the room you started in and batter the undead again who should just be waking up, then Sight Jack the gun-toting undead that emerges from the parlour down the passage. As he turns to walk back into the parlour, run down and angle yourself so that you're positioned just to the left of the parlour entrance facing diagonally into the room and this way the undead shouldn't be able to shoot you. Wait until he fires all his shots and then charge in and batter him.

Head into the toilet. Pull the chain to drain the sink and take the key to the desk drawer inside. Go upstairs, around the landing and then in through the door on the right. Examine the desk and open the drawer to get the pliers, then take these downstairs and head to the Buddhist altar.

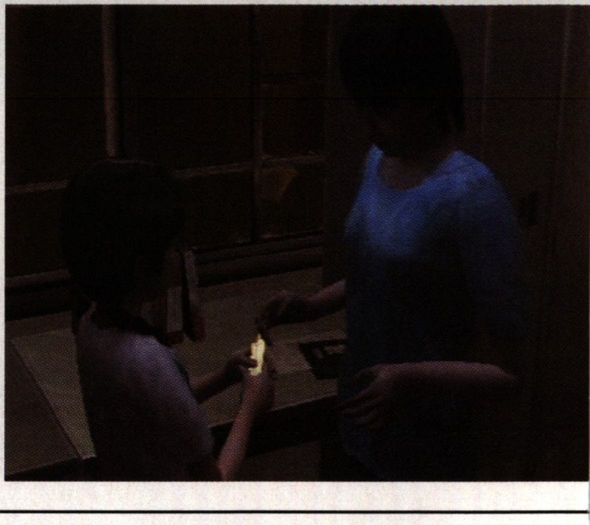
➔



Break the bank: Smash the money box to lure the cop out of the cafeteria...



In the closet: Hide Harumi here and in return she'll give you a present...



Cut the wire and open it up to get the Idol from the Buddhist altar (archive item 058) and the rusty key. After the cut-scene showing the undead busting up through the floorboards, batter him, then call Mikayo and escape through the hole.

When you emerge outside, be wary of the undead wandering round and also the gun-toting one watching the gate. Do a full circuit of the perimeter and get the Midnight Pimpernel (archive item 060), the red flower next to the blood-filled pond and also use the rusty key to unlock the storage shed and get the Sake bottle (Kyoya Suda – Day 2, 07:00 Goals for Mission Objective 2 fulfilled). Take the cover off the circuit breaker on the back of the house and then creep around clockwise until you come to the corner of the house next to the gun-toting loon watching the gate. He will turn around to look in your direction, so wait until he focuses on the gate again and then creep up to the dog house. When he turns back and then looks at the gate again, creep up and batter him before leading Mikayo out of the gate.

NAOKO MIHAMA

(DAY1 –19:00, GOJAKU PEAK/JAKOBEY PASS)

● MISSION OBJECTIVE 2: REACH ROAD TO JANOKUBI AFTER DEFEATING ALL SHIBITO.

This is a carbon copy of Naoko's last mission, although this time you have to ensure that all the undeads are unconscious when you head up the shaft towards the Janokubi Valley. So, just to recap; head to the siren shack and sound the alarm to draw the undead out of shaft no. 3 east, climb on top of shack and then jump down and run in when the undead comes out. Pick up the key to the custodian's shack. Dodge the undead when he comes back up the shaft and head down the passage towards the custodian's shack. Go inside and pick up the gun, exit and then go back in to pick up the key.

Go back to the siren shack, sound the alarm and then unlock the gate to shaft no. 5 east. Head up and kill the undead, then push the mine cart – this should knock out most of the undeads. Run back out of shaft, run around to the entrance to shaft no. 3 east and shoot the undead that has been drawn out. Do a quick Sight Jack to ensure that all undeads are unconscious, then head up through the mine office and along the shaft to complete the mission. Stage select unlocked!

KYOYA SUDA

(DAY1 – 02:00, ARATO/BANKS OF THE MANA RIVER)

● MISSION OBJECTIVE 2: FIND LETTER

Start the stage as before and when Hisaka calls for you to follow her up the steps, duck through the now-open gate to the right at the top of the steps into the yard next to Rokkaku's house. Climb onto the top of the shed and pick up the letter addressed to Risa Onda (archive item 013) to complete the mission.

SHIRO MIYATA

(DAY1 – 03:00, JANOKUBI VALLEY/ORIFUSHI FOREST)

● MISSION OBJECTIVE 2: FIND NURSE'S SHOES

Head down to Miyata's car and open the trunk to get the wrench and the flare, then head back up the hill to the small shrine to get the phone card. Take this phone card and use it at the pay phone, then duck into the narrow pathway across the road while the undead from along the bridge comes to examine the bleeping phone. With his back to you, creep past the undead along the bridge and then go down the steps leading underneath it to the left at the far end.

At the bottom of the steps, turn right and go underneath the bridge and along the bank on the other side you should see a stone marker, push it over (Reiko Takato – Day 1, 23:00 Goals for Mission Objective 2 fulfilled). Finally, take the steps back up to the top of the bridge and then search the bush a short way down the road (away from the bridge) on the left (if you Sight Jack the patrolling undead on this side of the bridge, he will stare directly at the bush for a moment during his travels), here you will find the nurse's dirty shoes.

RISA ONDA

(DAY1 – 22:00, MIYATA CLINIC/ WARD 2)

● MISSION OBJECTIVE 1: WARN MIYATA AND MAKINO OF APPROACHING ENEMIES

About turn (↑, ↓) and flee from Mina, then go through the door directly in front at the end of the passage and head upstairs. If Mina is hot on your heels, squeeze through the slightly ajar door at the top and wait for her to go back downstairs, otherwise just wait at the top of the stairs. When Mina starts ambling, v-e-r-y slowly back down the passage, go back downstairs, through the door you just came through and then head through the door on the right into the storeroom. Take the umbrella from the shelf and then head back upstairs.

Squeeze through the gap in the door and Sight Jack the two undead dog creatures in the area. When the one moving around is at the furthest point down the far end of the passage, run down past the stationary one in the alcove and try to run past the moving one. You will probably take a hit but keep moving and run through the door around the corner into ward one. In the storage room there's a Historical chronology of the Miyata Clinic (archive item 050). Now head downstairs.

In the furthest toilet down the passage, there is something under a grate in the floor which you can't access yet, so just sound the alarm..

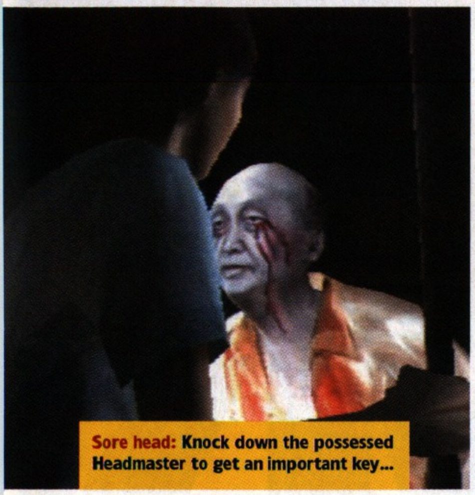
REIKO TAKATO

(DAY1 – 02:00, SCHOOL)

Didn't they do well?

X2948.07
Y561.30
Z210.00
R -1.7971
Select ▸▸
Unlock door
Shout
Come here!

NEXT MONTH
We conclude our pant-filling walkthrough – EVERY last secret located! Be here...



Sore head: Knock down the possessed Headmaster to get an important key...

● MISSION OBJECTIVE 2: UNLOCK THE DOOR TO THE GYMNASIUM FIRE EXIT FROM WITHIN. HELP HARUMI YOMODA ESCAPE FROM THE SCHOOL.

This objective is completed in exactly the same way as mission one, the only difference is that after defeating the Headmaster in the gymnasium, climb the ladder and then go and unlock the fire exit door around the far side. Once you have done this, go and rescue Harumi and lead her out of the faculty room as before to complete the objective.

NAOKO MIHAMA

(DAY1 – 22:00, SCHOOL)

● MISSION OBJECTIVE 1: ESCAPE FROM THE SCHOOL

You will start off in the gym, which is heavily populated by dog-like undeads. Run around the outside of the walkway and then climb down the stairs. Try and avoid the undeads and run to the door, then head straight through to the corridor and in through the open door of the 102 grade classroom. Go through the next classroom and head upstairs, then go to the supply room at the end of the corridor and get the compasses. On the way back, head through the doors into the classrooms and you should encounter the Headmaster, who seems reluctant to chase you. Shoot him several times to take him down and with him you'll take down all the dog-like undeads. Now head back downstairs to the gymnasium storeroom and get the small key to the storage room and the "Stargazers Circle" flyer (archive item 048), then use this key to unlock the small storage room, from which you'll be able to escape. ■

ARCHIVE ITEMS

During your terrifying ordeal, you'll stumble across letters, pictures, artefacts and books which, when examined and read, may give you additional clues in regards to your aims and the complex plot. These items, when found, are added to the archive, which is then accessible from the Pause Menu. You'll need to search high and low for those archive items because, although some are given to you automatically at the start of the stage or after watching a movie, others are fiendishly hard to find. We have outlined the locations of most in this walkthrough, but if you're still missing some at the end, here are the scenarios each and every one is found on...

NO	ITEM	CHARACTER	DAY	TIME
001	Irazu Valley mural	Unknown	684AD	12:00
002	Misumi Daily Gazette	Tamon Takeuchi	1976	00:00
003	Letter from the Kajiro family	Kei Makino	X days ago	16:00
004	Hanuda Community Newsletter	Kyoya Suda	Yesterday	23:00
005	Tetsuo Ishida's police ID		Yesterday	23:00
006	Bang!! Magazine	Kyoya Suda	Yesterday	23:00
007	Harumi Yomoda's drawing	Reiko Takato	Day 1	02:00
008	Photo taken on school trip to Gojaku Peak	Reiko Takato	Day 1	02:00
009	Tamon Takeuchi's faculty ID	Tamon Takeuchi	Day 1	02:00
010	Fragment of megalith	Tamon Takeuchi	Day 1	02:00
011	Idol found at bottom of well	Tamon Takeuchi	Day 1	02:00
012	Drawing with cryptic symbols	Kyoya Suda	Day 1	02:00
013	Letter addressed to Risa Onda	Kyoya Suda	Day 1	02:00
014	Phone card	Shiro Miyata	Day 1	03:00
015	Proposal for TV program	Shiro Miyata	Day 1	03:00
016	Torn out sketchbook page	Risa Onda	Day 1	04:00
017	Mana Cross medallion	Risa Onda	Day 1	04:00
018	Hanging scroll	Kei Makino	Day 1	05:00
019	Hanuda Town Hall News	Kei Makino	Day 1	05:00
020	Book of Deliverance (Chaos at the End of Time)	Kyoya Suda	Day 1	07:00
021	Kyoya Suda's student ID holder	Shiro Miyata	Day 1	07:00
022	Recipe For Hanuda noodles	Shiro Miyata	Day 1	07:00
023	Hanuda Town Hall News	Shiro Miyata	Day 1	07:00
024	Parish directory	Hisako Yao	Day 1	07:00
025	Jun Kajiro's family register	Miyako Kajiro	Day 1	08:00
026	The Takeuchi Monographs	Kyoya Suda	Day 1	08:00
027	Commemorative group photo	Akira Shimura	Day 1	08:00
028	Kamoshika diary	Akira Shimura	Day 1	08:00
029	Medical records dated 27 years ago	Shiro Miyata	Day 1	10:00
030	Legend of Yaobikuni	Naoko Mihama	Day 1	11:00
031	Umi-okuri	Kei Makino	Day 1	12:00
032	Tomoko Maeda's student ID	Kei Makino	Day 1	12:00
033	Yoriko Anno's class notes	Yoriko Anno	Day 1	12:00
034	Villager's diary	Akira Shimura	Day 1	16:00
035	Postcard written by Y Anno	Akira Shimura	Day 1	16:00
036	Umi-gaeri	Yoriko Anno	Day 1	17:00
037	Origins of Mizuhiruko Shrine	Tomoko Maeda	Day 1	17:00
038	Misumi Daily Gazette	Tomoko Maeda	Day 1	17:00
039	Dousojin statue	Naoko Mihama	Day 1	19:00
040	Akira Shimizu's hunting license	Naoko Mihama	Day 1	19:00
041	Library card	Naoko Mihama	Day 1	19:00
042	Triangle	Naoko Mihama	Day 1	19:00
043	Yoriko Anno's student ID	Yoriko Anno	Day 1	20:00
044	Premier issue of Atlantis magazine	Tamon Takeuchi	Day 1	20:00
045	Fortune paper from Mizhiruko Shrine	Tamon Takeuchi	Day 1	20:00
046	Tamon Takeuchi's research notes	Tamon Takeuchi	Day 1	20:00
047	Note left by Tomoko Maeda	Tomoko Maeda	Day 1	21:00
048	"Stargazers Circle" flyer	Naoko Mihama	Day 1	22:00
049	Book of Hanuda Folk Tales	Naoko Mihama	Day 1	22:00
050	Historical chronology of the Miyata Clinic	Risa Onda	Day 1	22:00
051	Sculptural relief of angels	Risa Onda	Day 1	22:00
052	Legend of Princess Konohana	Ayako Kajiro	Day 1	23:00
053	Weekly Magazine "Shintokumaru"	Reiko Takato	Day 1	23:00
054	Hymn Book	Reiko Takato	Day 1	23:00
055	Book of Deliverance (Kiruden)	Reiko Takato	Day 1	23:00
056	Patient's letter	Shiro Miyata	Day 2	00:00
057	Uryen	Shiro Miyata	Day 2	00:00
058	Idol found in Buddhist altar	Kyoya Suda	Day 2	01:00
059	Misumi Daily Gazette	Kyoya Suda	Day 2	01:00
060	Midnight Pimpernel	Kyoya Suda	Day 2	01:00
061	Naoko Mihama's junior high yearbook	Naoko Mihama	Day 2	03:00
062	Medical notes written by Shiro Miyata	Kei Makino	Day 2	04:00
063	Devotional painting (Advent of Angels)	Tomoko Maeda	Day 2	06:00
064	Tsuchinoko reward poster	Tomoko Maeda	Day 2	06:00
065	Book of Deliverance (The Great Serpent)	Kei Makino	Day 2	06:00
066	Boat of Utsubo	Hisako Yao	Day 2	06:00
067	The Kasutori Inquirer	Kyoya Suda	Day 2	07:00
068	Shiro Miyata's driver's licence	Kyoya Suda	Day 2	07:00
069	Naoko Mihama's resume	Kyoya Suda	Day 2	07:00
070	Photos of Akira Shimura	Tamon Takeuchi	Day 2	10:00
071	Marks on railing	Tamon Takeuchi	Day 2	10:00
072	Graffiti engraved into table	Harumi Yomoda	Day 2	15:00
073	Kamoshika notebook	Harumi Yomoda	Day 2	15:00
074	Beaded doll	Harumi Yomoda	Day 2	15:00
075	Book of Deliverance (Fruit of Vieda)	Miyako Kajiro	Day 2	15:00
076	Graffiti found on hospital wall	Tamon Takeuchi	Day 2	18:00
077	Photo from old album	Tamon Takeuchi	Day 2	18:00
078	Book of Deliverance (The Good Tidings)	Hisako Yao	Day 2	19:00
079	Signpost containing map of Arato	Kyoya Suda	Day 2	20:00
080	The Takeuchi Monograph: Sacred Beliefs of Hanuda	Kyoya Suda	Day 2	20:00
081	An Introduction to Hanuda	Harumi Yomoda	Day 3	00:00
082	Bag o' laughs	Harumi Yomoda	Day 3	00:00
083	Diary written by Kajiro maid	Harumi Yomoda	Day 3	00:00
084	Tamon Takeuchi's organizer	Kyoya Suda	Day 3	03:00
085	Ellie Higashi's vinyl record	Tamon Takeuchi	Day 3	03:00
086	Aerial photo of Hanuda villiage	Tamon Takeuchi	Day 3	03:00
087	"Brain Cell Revival" game	Kyoya Suda	Day 3	03:00
088	Will left by Kei Makino's stepfather	Kei Makino	Day 3	07:00
089	Photo of twins	Kei Makino	Day 3	12:00
090	Letter addressed to Tamon Takeuchi	Kei Makino	Day 3	12:00
091	Missing persons poster	Kei Makino	Day 3	16:00
092	Skyfish	Kai Makino	Day 3	16:00
093	Burnt scrap of white coat	Tamon Takeuchi	Day 3	20:00
094	Special issue of Atlantis magazine	Tamon Takeuchi	Day 3	20:00
095	Devotional painting (Paradise)	Kyoya Suda	Day 3	23:00
096	The Homuranagi	Kyoya Suda	Day 3	23:00
097	Tamon Takeuchi's childhood diary	Tamon Takeuchi	Day 3	23:00
098	Misumi Daily Gazette	Harumi Yomoda	Day 3	23:00
099	The Truth Behind the Hanuda Incident	Unknown	X days later	00:00
100	Misumi Daily Gazette	Unknown	X days later	04:00

Half Life: He looks really evil but with our help you'll soon be smashing his teeth out.

YOUR **PLATINUM** GUIDE TO...

HULK

THE FACTS: **HULK** ● PLAYERS: **ONE** ● MEMORY CARD SPACE: **109 KB** ● DIFFICULTY: **MEDIUM** ● COMPLETION TIME **ONE WEEK**

Just picked it up on budget? Well, deal yourself in with the best guide around...

PLATINUM GUIDE
RE-RELEASE DATE:
OUT NOW!

01 HULK SMASH!

Smash, grab and destroy with this hulking guide to combat!

COMBOS

The Hulk's basic combos all start with ⊡, although you can mix them up with △ for more damaging slow hits. The Hulk's big punch (hold down ⊡) isn't really worth using, but when you're surrounded try to break out with the dash/shoulder charge (double-tap in any direction, then press ⊡). It's especially useful for collecting rage-pills.

CLAP OF THUNDER

The Sonic Handclap – activated by holding down △ – is Hulk's basic long-range attack. It's not that powerful unless you charge it up – which takes too long to be useful – so it's best used to just daze projectile-firing enemies for long enough to let you get close.

JUMP JUMP

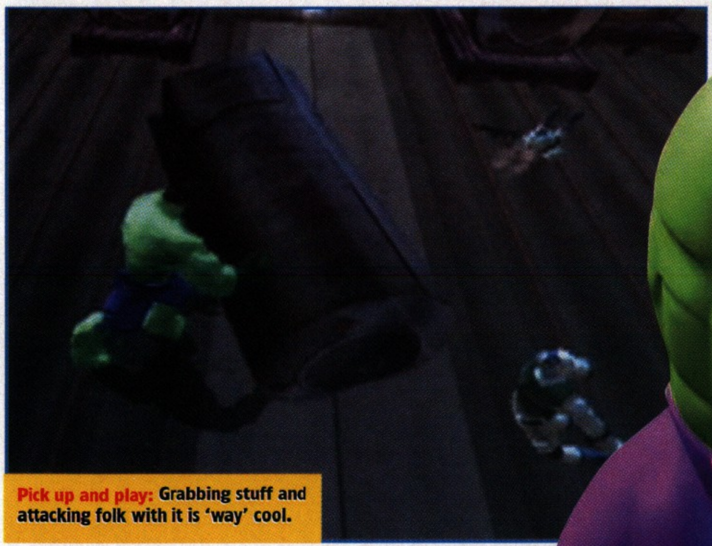
Hulk has two basic jumping attacks – the stomp (which has a slight area effect) and the diving punch (which homes in on nearby enemies). The punch is more useful, especially if you charge it up – certain enemies can't attack at all while you're in the air, although bazooka guards'll shoot you down and gamma dogs can still reach you unfortunately.

THROW DOWN

Grab a guard with ◎ and the Hulk has three

02 HULK DESTROY!

There are several flavours of weapon that Hulk can use...



Pick up and play: Grabbing stuff and attacking folk with it is 'way' cool.

Crates, cars, helicopters, train carriages and general debris are your standard weapons. Hitting □ once you've picked them up does a damaging overhead smash, while △ knocks enemies away with a swipe. They can be thrown, although the distance they go depends on their size.

Pipes, girders and frozen beef count as bat-style weapons – you can pull off a swing combo with □, do an overhead smash with △ or throw them javelin-style. They're easily the best weapon for clearing the screen, so try to carry them into new sections when you can – hitting walls in the later levels often dislodges the pipes.

Mini-generators and fuel drums are explosive weapons. They'll take out groups of enemies, but they'll also damage Hulk if he gets hit carrying them. It's often best to simply throw guards into these.

Got the clap: Hulk massive clap attack is devastating...

throws – □ and △ do high damage, but ○ lets you lob guards into other guards – useful just to clear yourself some space. When you fight Gamma-enhanced guards, Hulk starts to use different throws to take their bulk into account, but he can still use them to take down opponents.

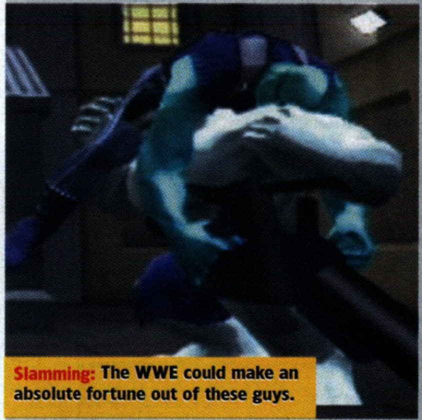
RAGING BULL

Once he's in full-on Rage Mode, Hulk has two super-moves. △ + ○ produces a more powerful Sonic Handclap, whilst △ + □ produces an area-effect quake. The quake's much better, since you can't be hit while you start it up, and it clears the entire screen.

Don't make him angry: The best way to deal with Hulk is treat him nice.

CHEAT CODES

These can be entered from the console in the Options Menu, and then activated from the Special Features Menu.



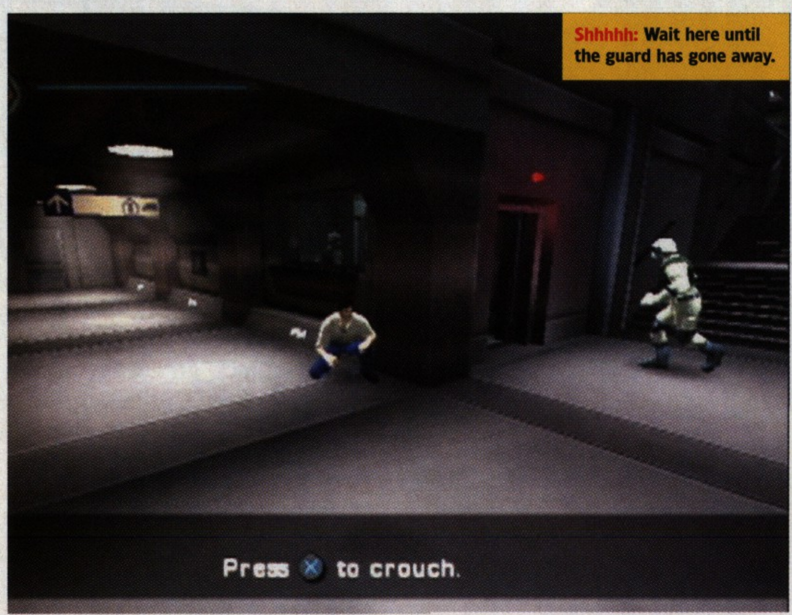
Slamming: The WWE could make an absolute fortune out of these guys.

GMMSKIN	INVINCIBILITY
FLSHWND	REGENERATOR
GRNCHTR	UNLIMITED CONTINUES
HLTHDSE	DOUBLE HULK HP
BRNGITN	DOUBLE ENEMIES' HP
MMMYHLP	HALF ENEMIES' HP
NMBTHIH	RESET HIGH SCORE
TRUBLVR	LEVEL SELECT
ANGMNGT	FULL RAGE METER
FSTOFRY	WICKED PUNCH
BRCESTN	PUZZLES SOLVED

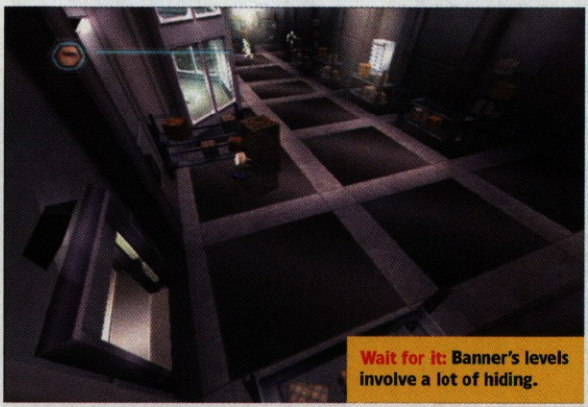
These have to be entered from an in-game Universal Console. The easiest one to find is in Desperate Measures, along the back wall of the room where you pull the crates away from the vent.

SANFRAN	UNLOCKS MOVIE ART: HULK TRANSFORMED
PITBULL	UNLOCKS MOVIE ART: HULK VS HULK DOGS
FIFTEEN	UNLOCKS MOVIE ART: DESERT BATTLE
NANOMED	UNLOCKS MOVIE ART: HULK MOVIE F/X
JANITOR	UNLOCKS THE GREY HULK

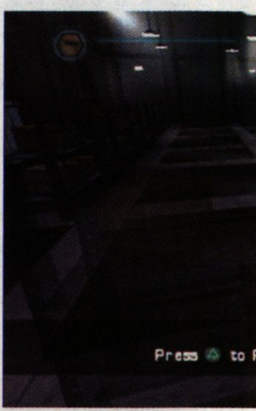
RAGE MODE can be finished at any time by triggering a RAGE SPECIAL (● + ● or ● + ●)

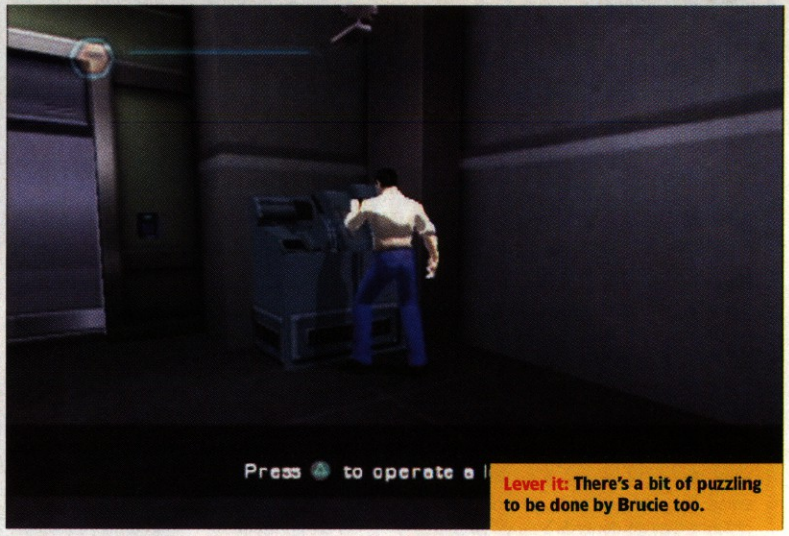


Shhhhh: Wait here until the guard has gone away.

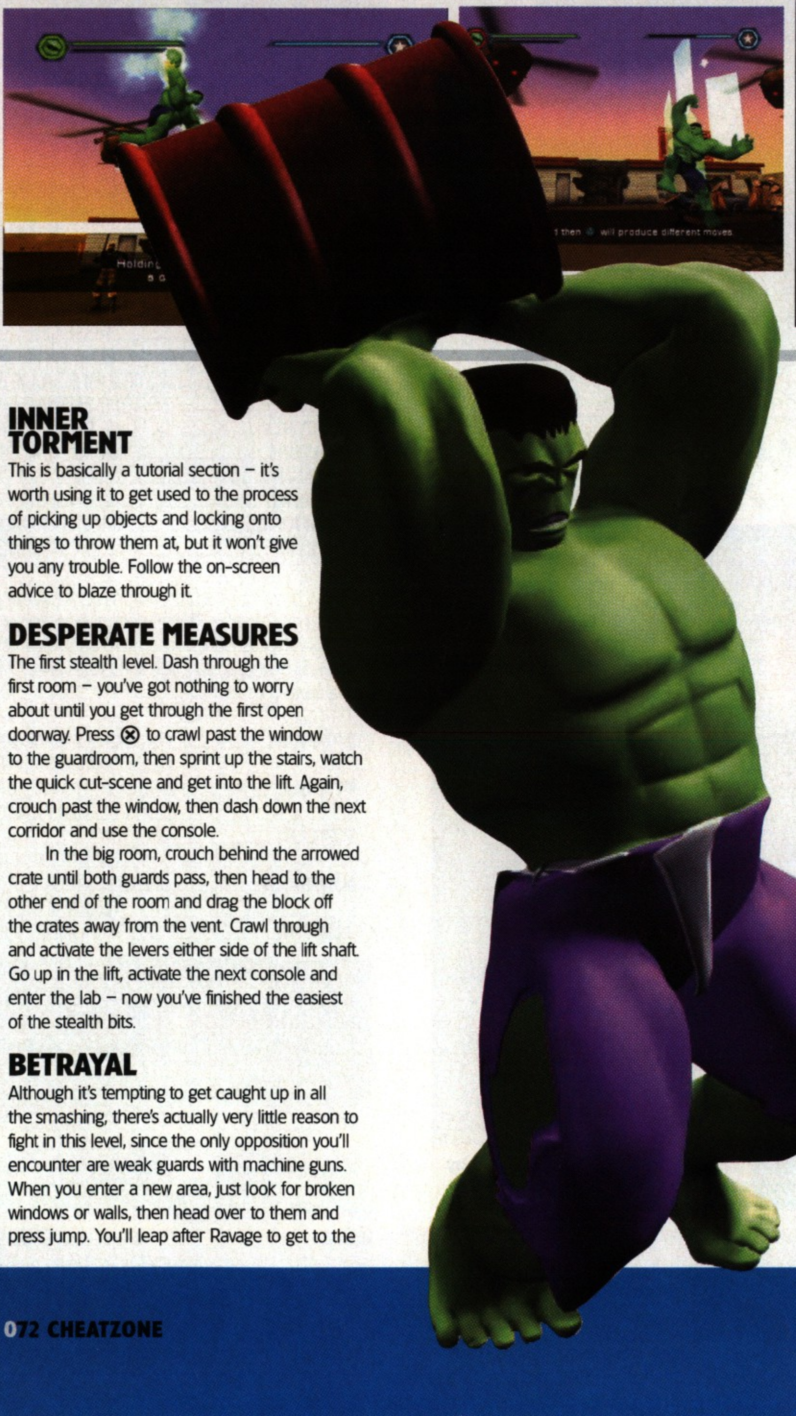


Wait for it: Banner's levels involve a lot of hiding.





Lever it: There's a bit of puzzling to be done by Brucie too.



INNER TORMENT

This is basically a tutorial section – it's worth using it to get used to the process of picking up objects and locking onto things to throw them at, but it won't give you any trouble. Follow the on-screen advice to blaze through it.

DESPERATE MEASURES

The first stealth level. Dash through the first room – you've got nothing to worry about until you get through the first open doorway. Press ⊗ to crawl past the window to the guardroom, then sprint up the stairs, watch the quick cut-scene and get into the lift. Again, crouch past the window, then dash down the next corridor and use the console.

In the big room, crouch behind the arrowed crate until both guards pass, then head to the other end of the room and drag the block off the crates away from the vent. Crawl through and activate the levers either side of the lift shaft. Go up in the lift, activate the next console and enter the lab – now you've finished the easiest of the stealth bits.

BETRAYAL

Although it's tempting to get caught up in all the smashing, there's actually very little reason to fight in this level, since the only opposition you'll encounter are weak guards with machine guns. When you enter a new area, just look for broken windows or walls, then head over to them and press jump. You'll leap after Ravage to get to the next area. If things get really crowded, just grab a car or a crate to take out groups of guards.

BENEATH THE CITY

This is where you meet the most menacing foe yet – the bald dogs. They're only dangerous up close, in packs – when they'll pin you to the ground and savage you – so keep them at a distance with handclaps, or do a full-charge leaping stomp. Incidentally, Hulk changes his throw to a grab-kick against these things, so you can't throw them into each other.

Don't try to run or jump away from them – their lunging speed'll take you by surprise. You'll also meet the shockshielders – they can't be hit with melee attacks, so either throw objects or smash them with pipes. They don't move very fast, so you can often run around them unless they're in a group – and they have to let their shields down to attack.

Finally, bazooka blokes can be a pain in a group – try to throw other guards at them to put them off, or even try hiding behind some explosive barrels – chances are they'll blow them up and accidentally take themselves out. Apart from that, just smash all the metal doors.

END OF THE LINE

Don't get too caught up in the fighting here – you'll have to take out a few enemies and definitely the dogs – to progress, but there's no point in hanging around. Cause maximum destruction by smashing the chemical train carriages, then charge your way through while everyone's temporarily downed by the explosions.

A DIFFERENT BREED

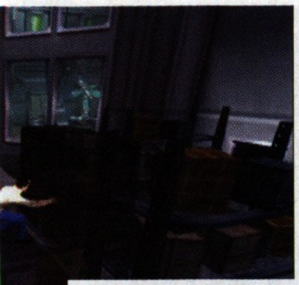
Touching Half-Life drains your energy and feeds his, so the key thing is to avoid melee attacks. He's quicker than you, so running around in a circle (jumping occasionally) is marginally effective, but you're best off going on the offensive. Chuck crates at him or, better yet, find a pipe and bat him into one of the surrounding generators. Don't even bother trying for throws or charge moves. He regenerates his energy after he looks beaten, but don't worry – this is the easiest boss battle you'll face.

INFILTRATION

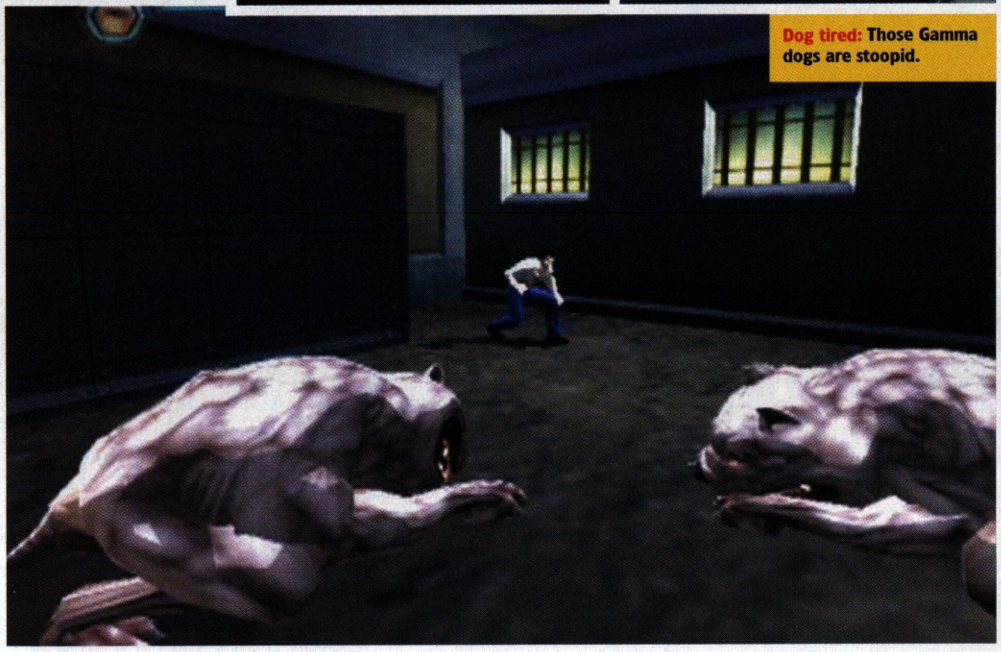
Another Bruce Banner level – but this one's much tougher. If you ever get spotted, the guards aren't too bright, so if you can get round a corner and crouch behind a crate or wall, they'll abandon the search almost as soon as they lose sight of you. The main things to avoid are the spotlights – they'll follow you and cause more guards to close in on you.

From the start: head behind the truck and you'll get an overhead view showing you when the guards pass. Once all three have stopped in a group, nip past the spotlight – there's a health globe behind the next set of trucks, but you won't need it. From there, head towards the fence – you'll see a single crate. Push it towards the crates stacked against the wall – avoiding the spotlight and climb up the steps, you've made onto the roof.

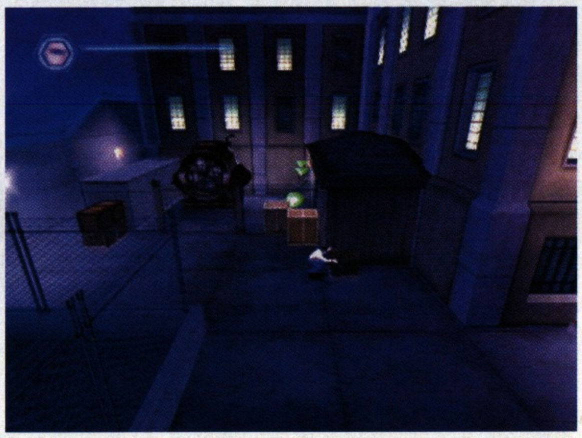
Walk past the dogs by being gentle on L3 – if you run, they'll wake up – and climb up the crates



Banner you spanner: The dim Doctor has been spotted.



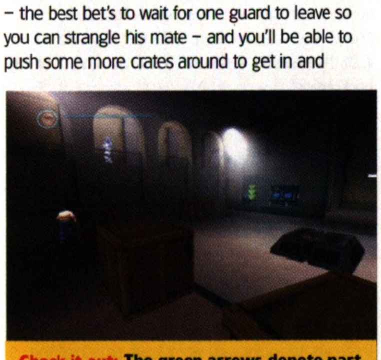
Dog tired: Those Gamma dogs are stoopid.



This is a drag: Banner needs to get behind the fence where that generator is. So he'll need to drag these crates around in order to get over the top. He also needs to keep out of sight. Tricky!

onto the next roof. A cut-scene'll show you the next generator – shut it down, wait for the guard to pass (or choke him out) and sprint through the middle alley before the spotlights come back on. Turn left at the end of the alley and you'll see another area where you can create a crate stairway.

Once you're in the main compound, head left – the best bet's to wait for one guard to leave so you can strangle his mate – and you'll be able to push some more crates around to get in and deactivate the first generator. Head right past the main building, zigzag through the barricades to avoid the spotlight and deactivate the second generator, picking up the continue next to it. Head into the front door, up the stairs and avoid the set of spotlights in the centre of the room, skirting the edge until you get to the code generator. Decrypt it to shut down the system and – whoops, you're getting angry again.

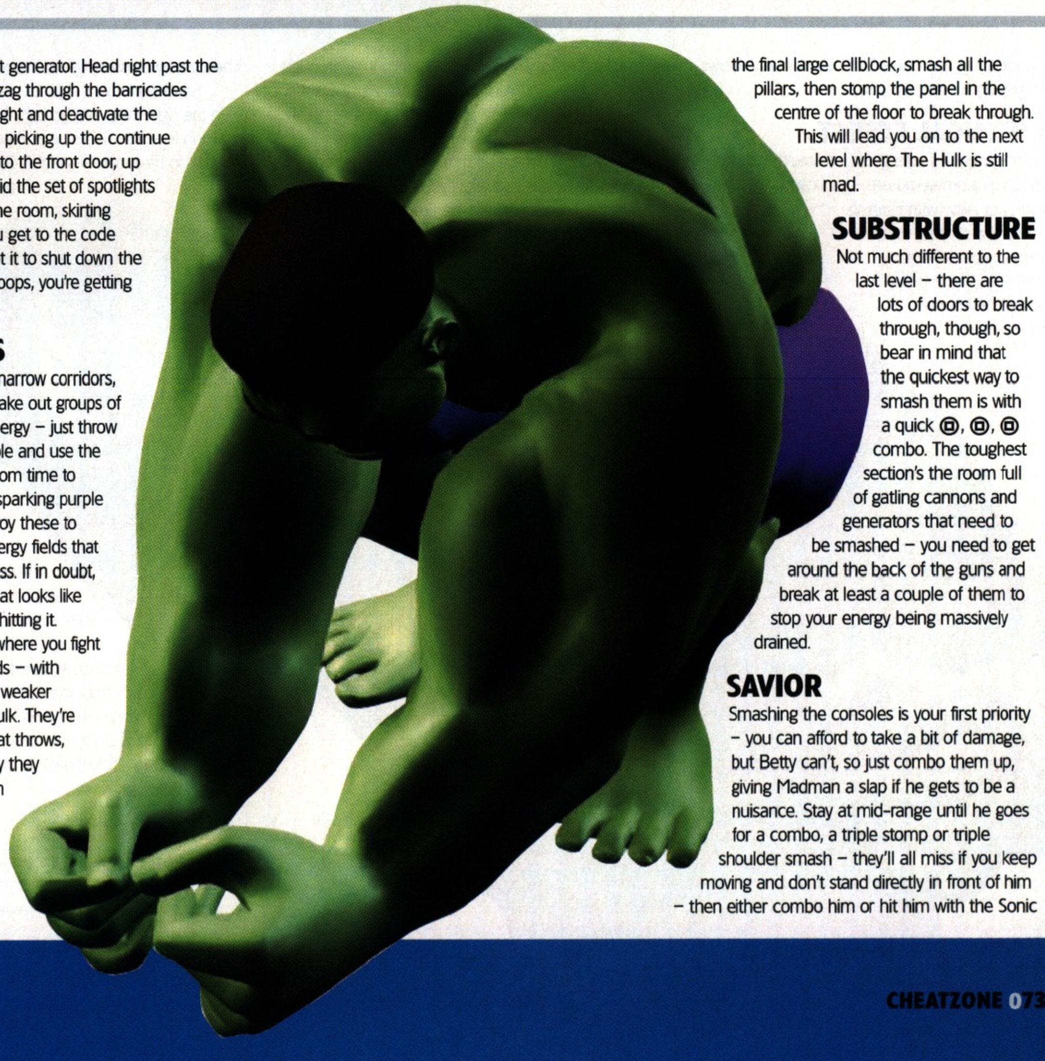


Check it out: The green arrows denote part of the scenery that's worth looking at.

FACILITIES

This area's full of narrow corridors, so you'll have to take out groups of guards to save energy – just throw everything available and use the leaping smash. From time to time you'll see a sparking purple generator – destroy these to knock out the energy fields that block your progress. If in doubt, find something that looks like an exit and keep hitting it.

This is also where you fight the gamma guards – with abilities similar to weaker versions of the Hulk. They're strong and good at throws, but there's no way they can stop you from charging up aerial moves like the stomp. Sneaky, no? When you get to the final large cellblock, smash all the pillars, then stomp the panel in the centre of the floor to break through. This will lead you on to the next level where The Hulk is still mad.

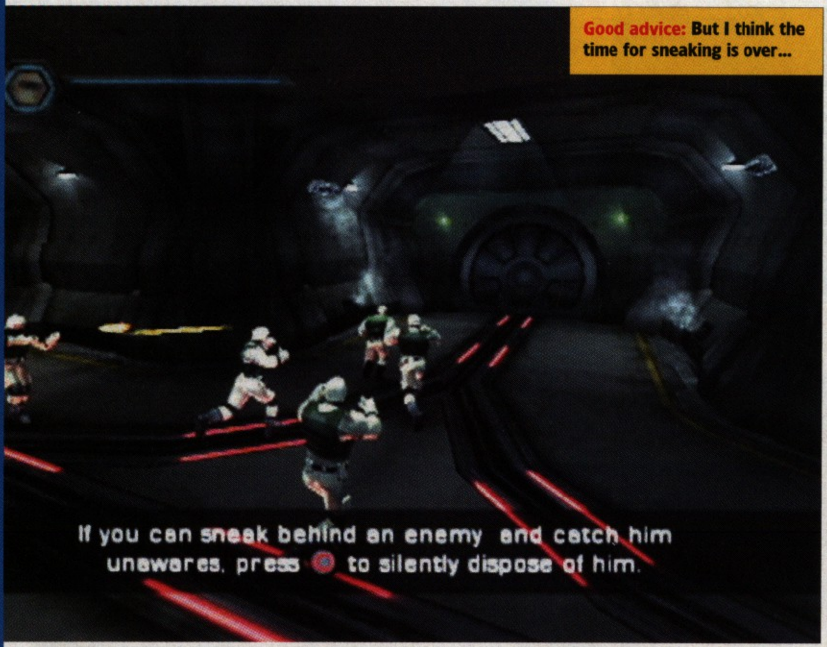


SUBSTRUCTURE

Not much different to the last level – there are lots of doors to break through, though, so bear in mind that the quickest way to smash them is with a quick ⊡, ⊡, ⊡ combo. The toughest section's the room full of gatling cannons and generators that need to be smashed – you need to get around the back of the guns and break at least a couple of them to stop your energy being massively drained.

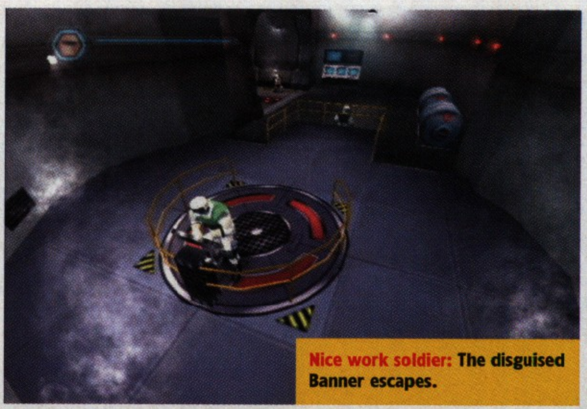
SAVIOR

Smashing the consoles is your first priority – you can afford to take a bit of damage, but Betty can't, so just combo them up, giving Madman a slap if he gets to be a nuisance. Stay at mid-range until he goes for a combo, a triple stomp or triple shoulder smash – they'll all miss if you keep moving and don't stand directly in front of him – then either combo him or hit him with the Sonic



Good advice: But I think the time for sneaking is over...

If you can sneak behind an enemy and catch him unawares, press ○ to silently dispose of him.



Nice work soldier: The disguised Banner escapes.

Shielded: You need to throw stuff to get these shields down.

3 HITS
ANGRY!

Laser lights: The green fella's getting a right drubbing!

Handclap to daze him. Don't bother with throws – they aren't very effective.

CHEMICAL EFFECT

You're disguised as a guard, so stealth isn't too much of a problem here – you can even get away with running and doing forward rolls, as long as you don't get too close to the other guards. If you do get spotted, don't worry too much – just keep running through sliding doors and you'll lose most of your pursuers – once you're down to one have-a-go scientist, just give him a beating.

From the start, go through the large door, turn right and take the lift up to the fifth floor chemical labs. From here, follow the corridor round and turn left at the T-junction. Grab the Continue from the small room to the left in the corridor, then head into the main lab and get the first chemical by pressing △ near the glowing machine.

Head back to the T-junction and do the same with the right fork, then go back to the lift and down to level four. From here, there are more guards, so be careful – get the Continue to the left as you head down the stairs, then follow the corridor around. Go straight through the first room you see and into the combination chamber – don't go too close to the tank, or you'll activate its shield and blow your cover. Stick the two chemicals in the two marked machines, then head back to the previous room to collect the resulting combination. Sprint back to the lift and you can Hulk out again...

SPEARPOINT

This is where you first encounter the annoying robots – they're quite similar to the gamma guards, except that if you leave them alone for two long they unleash a damaging homing laser attack. One of these is just about dodgeable – look out for the telltale flash just before they fire – but a group can cause you serious trouble, so try to keep them all off-balance with quick hits. And don't ever get yourself cornered.

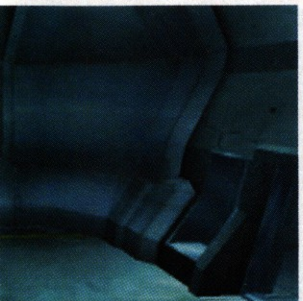
Now you've got to face the first of two excruciatingly lengthy lift sections. Hulk can throw the energy bots off the sides, but it doesn't drain their energy and they fly straight back up, so it's hardly worth the bother. It's best to finish them with a backbreaker and harvest the energy/rage balls to keep going. Honestly – these bits go on for longer than you can possibly imagine.

CONTAINMENT FAILURE

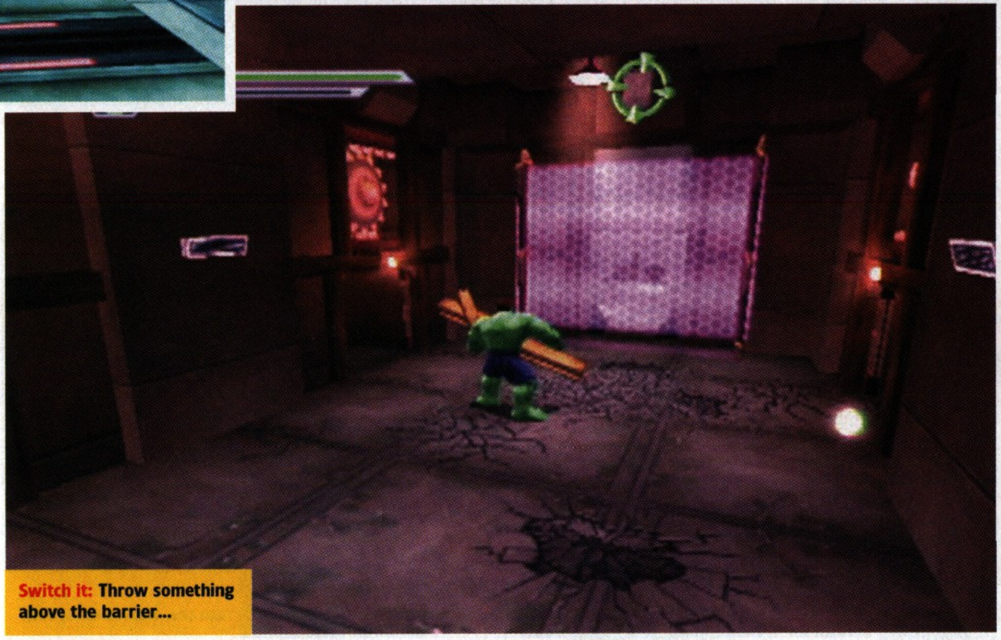
There's literally no point in fighting the first few tanks in this section – if you get too close they'll activate their energy shields, and their firing's too erratic to be easy to deflect. Just charge your way through, flattening any soldiers with the shoulder ram, until you reach the doorway back inside.

GUARDIAN

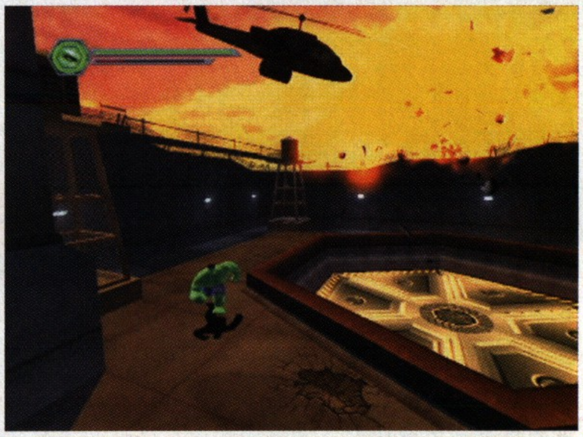
Flux is a) The toughest enemy so far and b) A filthy cheat. The best way to get big damage against him is to destroy the three power generators, then toss him into the electrical field when it's exposed – but, of course, he's attacking you all the time. Here's the plan, then – take Flux down with a throw (don't bother trying to chuck him into the generators) then give one of the generators a quick one-two-three. At this point, you won't have smashed the generator but it's risky to go for more damage. If he's at range, though, Flux'll chuck a grenade –



Girder your loins: Massive bits of metal make great weapons.



Switch it: Throw something above the barrier...



Black Hawk up: You need to take out that chopper, and fast. Better start looking for things to throw at it. Perhaps we can find a few hapless guards over here...

which you should be able to dodge, leaving it to destroy the generator.

Do that twice more and the electrical field's exposed at some big damage – unfortunately, after taking a blast of current, Flux leaps onto the parapet and starts lobbing grenades at you. Try to circle around and grab all the health quickly – it soon disappears. After that, it's just a case of doing the same thing another half-dozen times – but be warned, just when you think he's dead, Flux recharges to full health and catches fire. When he's low on energy, just finish him with some shoulder rams and throws – don't risk messing around with the generators if you don't have to.

UNFINISHED BUSINESS

This is where you face armed versions of the gamma guards for the first time. They're annoying because their shots'll daze you – and seriously injure you if you get backed into a corner, so make them your first priority and throw everything available in their direction. Later on, you've got to contend with a few choppers, although the cut-scene makes them look tougher than they are. Just grab any bit of scenery and cycle through your targets until Hulk looks up – then let rip. The choppers don't seem to be that aggressive, so it's best to finish the troops first and deal with the airborne menace afterwards. Repeat three times, and then dive down through the helipad and finish off the last few guards to end the level.

Chaos engine room: Time for the Hulkster to make a run for it we reckon...

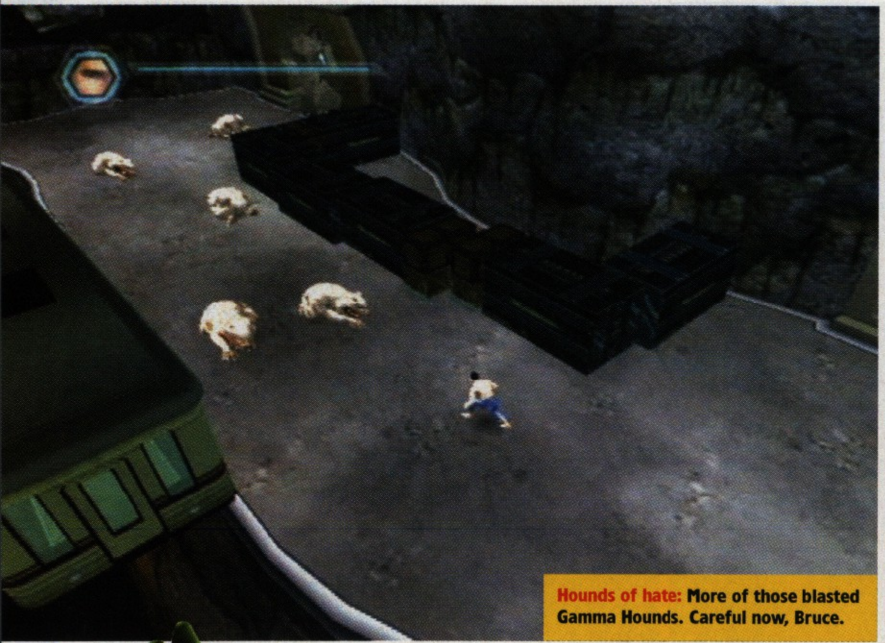
WITHOUT ETHICS

Nothing too much to worry about here – the only thing to bear in mind is that the cryogenic tubes store gamma guards, so smash them – preferably with a pipe – to stop them being released, and you'll have an easy life. When you get to the generator, activate it the only way Hulk knows – by hitting it lots. Make sure you pound all four sides in until they turn red, and you can stove through the next couple of walls to finish the section.

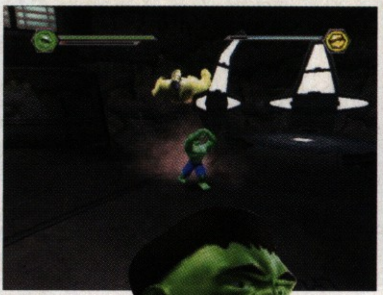
RESOLVE

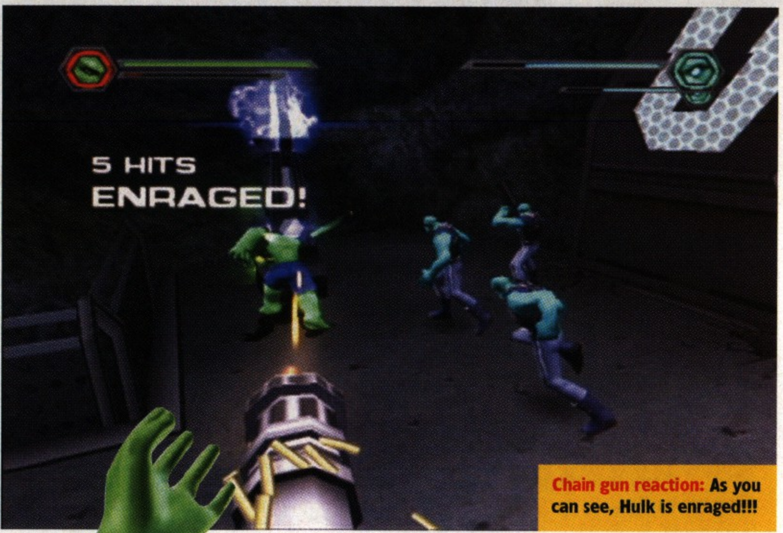
Another Banner bit. Crawl under the sparking debris, then – don't take any chances – keep crawling past the sleeping gamma dogs and into the next room, heading for the vent between the containment tanks. Crawl along until you see two guards then wait and a cave-in will take them out of the equation.

As you carry on, whenever you see water dripping from the ceiling, wait for the cave-in. After


Hounds of hate: More of those blasted Gamma Hounds. Careful now, Bruce.

Just go home: This is no place for a gentle scientist so give up.





Chain gun reaction: As you can see, Hulk is enraged!!!

the next cut-scene, you can either try to dash through while the fight's on – or chance it, and hope that you can avoid/kill the guard that'll be left afterwards. Keep running and you'll eventually see some more dogs to crawl past. Activate the power generator by hitting all four of its buttons, then head on. There's no avoiding the next dogs – you can nip into the improvised barricade at the side by shoving the crates, but you'll have to get into the cable car sooner or later, so wait until they're at a distance then run, roll, and get to those doors...

ONE AND ALL

Despite the game calling him 'a tactical fighter' Ravage isn't actually that tough. Most of his attacks are similar to Hulk's, so if you see him charging up a jumping smash or a shoulder barge, just dodge it – or knock him out of it with a dashing shoulder of your own. Nip in and out with quick combos, and don't bother with going for throws – they'll hardly hurt him.

When Rampage gets angry, he'll cause cave-ins – dodge them and use the wreckage as clubs with a △ combo. He'll summon two armed gamma guards when he gets weak – javelin them both with rubble to stop them firing so you can finish them off. And, surprise surprise, he gets all his energy back when you beat him. Angry isn't the word...

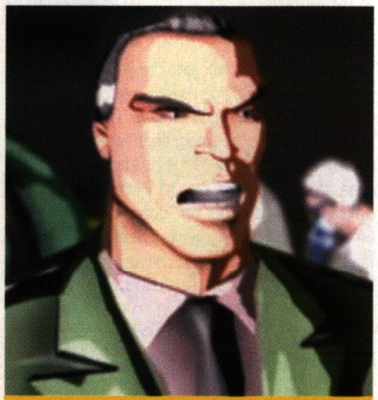
RECKONING

From the start – pull the levers on the towers, then sprint along the corridor and roll past the gamma guards. Zigzag down the corridor to dodge their fire, then stand in front of the door to goad them into shooting at it. This bit's all about dodging at the last possible minute... Bugger. You've got to fight Half-Life and Madman together. Except that there's actually no point, because after a few minutes Madman runs off and Half-Life gets all his energy back, so it's all about dodging. Half-Life's the fastest, but you can only hurt him by throwing things at him – and picking up Madman kills a bit of time. After he runs for it, grab the health and smash the towers to get some improvised spears. Cave-ins will provide you with more weaponry, but once they stop happening you can still damage Half-Life with the charged jumping smash. It's going to take a few goes, though...

Once he's dead, take the door to the right to get you some health and rage-juice, but then you've got to smash your way through the other two to find and destroy all the power towers and deactivate the final door. You'll be chased by armed gamma guards – just keep them off balance by throwing stuff at them and keep running.

MIND GAMES

You've got to deactivate all four shields without getting hit, so basically: forward roll away every time the leader starts glowing orange, and you'll dodge his blasts. From here, it's time to get your rage on for the final boss battle. The Leader's tough – Sonic Handclaps and throws have no effect on him – but not impossible. He's got four basic attacks:


Stiff upper lip: The Hulk's giving this bloke a right headache. Serves him right, mind.

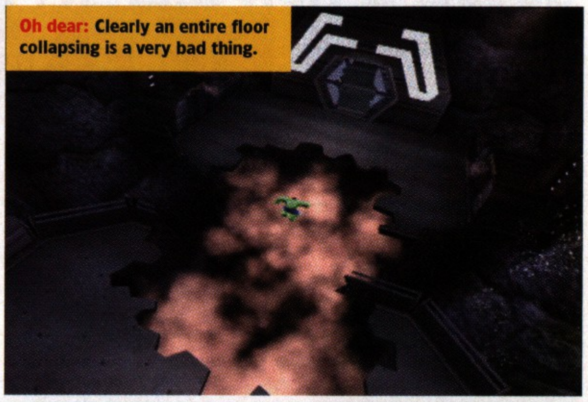
1. THE STRAIGHT BLAST

Watch out for him glowing and throwing his hands back, and never approach him in a straight line. If you're close enough, combo him after he does this – if you're in range, find something to throw.

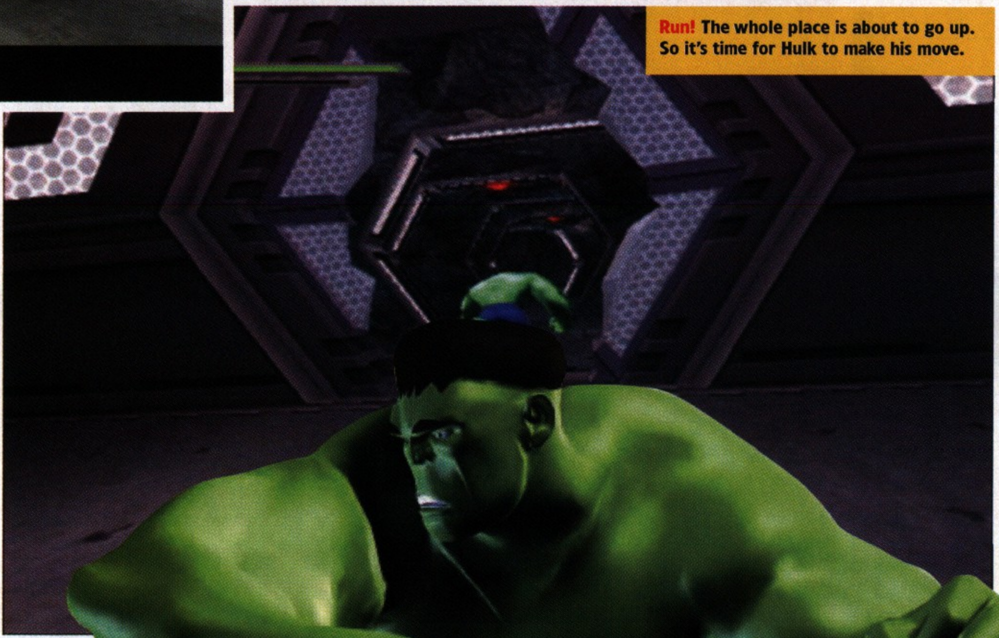
2. THE LIGHTNING ATTACK

He tends to use this if you get too close, so just back off until it misses and use the dashing punch to inflict some damage.

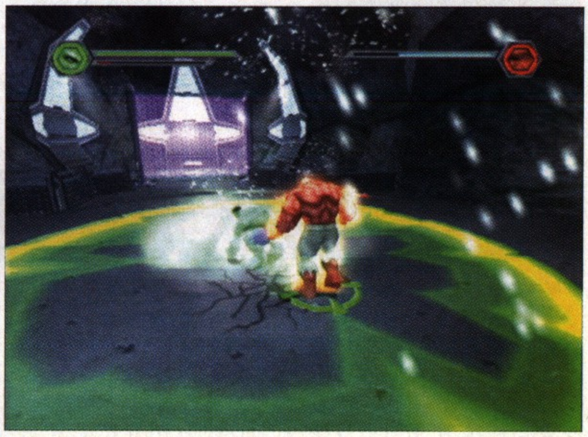
3. THE SPINNING BLAST



Oh dear: Clearly an entire floor collapsing is a very bad thing.



Run! The whole place is about to go up. So it's time for Hulk to make his move.



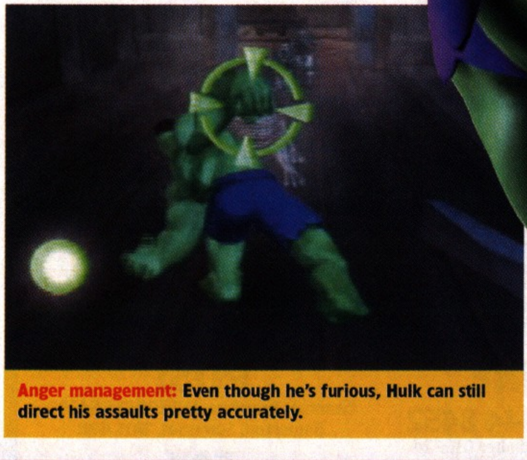
Red man walking: This bloke has gone right through the angry spectrum past green and right to crimson. Still, we reckon the Hulk should still be able to take him easily enough...

You can't hit him while he's doing this, and he can change directions while he does it. The easy way to dodge it is getting out of range. The tricky way is to jump over it – but that means you can combo him while he's briefly vulnerable afterwards.

4. CLONING HIMSELF

Each of the clones has their own miniature energy bar – they'll disappear on their own after a while, but they'll cause you serious trouble, so run to the other end of the room and lob stuff until they all disappear.

After a while, the Leader summons in some goons – keep moving and he'll probably accidentally shoot them himself, giving you a chance to grab them and throw them at him. Finish him and – tchah – his health all regenerates. But at least he stops doing that annoying cloning thing because it is extremely annoying.



Anger management: Even though he's furious, Hulk can still direct his assaults pretty accurately.

DELIVERANCE

Nerk! The entire place is collapsing. This is actually pretty straightforward, with one tricky bit. Smash the first door you see, sprint through, ignore the guards (they're too busy running) and head straight forwards at the first two junctions.

When you get to the room where you fought Half-Life and Madman, jump as soon as you hear creaking (it happens just as you get near the connecting bridge) and then immediately jump forwards again. Keep heading forwards and you just have to give Madman one, final anti-climatic kicking to finish the game. Hulk has completed the game! ■

Great hero: But would you want the Hulk at your dinner party? Not really...

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WE TAKE IT OUT FOR A SPIN AND RECKON IT COULD KNOCK GTA OFF THE TOP SPOT!

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CHEATZONE

PRESENTS....

PLAY MORE

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10,000 CODES IN OUR A TO Z
1000s OF PSONE CODES IN OUR ALL NEW A TO Z! p106

THIS MONTH...

P102 ACTION REPLAY/XPLODER
A stinkload of codes to ease you through the PS2's biggest games via the wonder of a small black disc.

P116 THE HELPING HAND
Stuck on a game? Need to sound off about something? Want some 'life' advice? This is your first stop. Really.

P120 FINGER TIP
We do a job on *SOCOM II*. If by 'job' you mean 'exterminate the hard bits and be back in time for tea and cakes'.

P128 HAVE YOU SEEN THIS IN...
... *Final Fantasy X-2*. Another game taken to the cleaners, laughed at and paraded around in public. Be there.

ALL YOUR QUESTIONS ANSWERED IN OUR...

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TURN TO PAGE 2 FOR MORE...

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A TO Z

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BLAZE

Send your Top Five* into us at Cheatzone and the best one every month will receive a Region Free Disc from Blaze, allowing you to play US and Japanese DVDs on your UK PS2! Just use the form on p101.

* What are you top five platformers? Top five shoot-'em-up's? Top five science fiction films? Top five TV programmes? Top five cakes? Most amusing and inventive entry every month wins the Region Free Disc!

Welcome to the all-new A to Z. Contained within the next 20 pages are over 12,000 cheat codes for your favourite PS2 games. That's one big list. As our very own Steve knows all too well, having compiled it using only matchsticks, marbles and pure, simple love. Still, as we like tell him, you can't whack a good list – which is why, as you scour the following pages, you'll also notice a few extra lists. Lists featuring your favourite TV personalities. Or foods. Or episodes of *Will and Grace*. (*No, Tim. No we won't be doing that* – The Team.) Feel free to send us your own...

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: A to Z Cheats, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

AHA MR BOND...

007 NIGHTFIRE

FOR YOUR EYES ONLY. AND OTHER PREDICTABLE LINES.

Now pay attention 007, here are the latest codes from 'Q' branch that'll unlock a wealth of secret extras for your pleasure...

DRIVE A SHELBY COBRA

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press →, →, ←, ←, ↑, then release L1. You can now use the Shelby Cobra from the 'Paris Prelude' level in the race through the Alps.

BONUS RACE

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press ○, ○, □, □, ✕, then release L1.

DRIVE AN SUV

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press □, ○, △, □, △, then release L1.

BONUS RACE IN ALPS

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press ○, ○, □, □, △, then release L1.

FRANTIC RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START, then hold L1 and press □, △, ○, □, △, ○, then release L1.

BERSERK RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, △, □, △, ○, then release L1.

TRAILS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, ○, ○, □, then release L1.

DOUBLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press □, △, ○, □, □, then release L1.

TRIPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, then release L1.

QUADRUPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, □, then release L1.

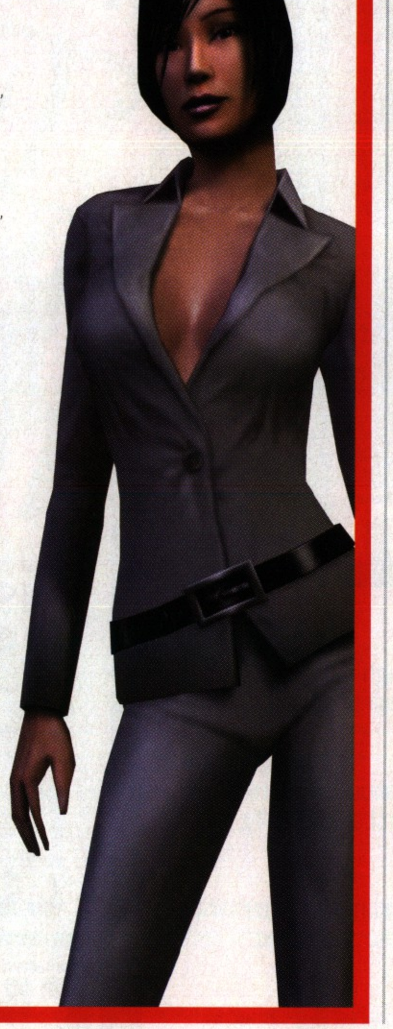
SUPER BULLETS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press ○, ○, ○, ○, then release L1.

CHEAT MODE

For the following codes, select the 'Codenames' option at the Main Menu. Select your character, then enter one of the following codes at the 'Secret Unlocks' screen. Save your Codename after entering the code then exit and begin play.

Level select	PASSPORT
Alpine Escape level	POWDER
Chain Reaction level	MELTDOWN
Countdown level	BLASTOFF
Deep Descent level	AQUA
Double Cross level	BONSAI
Enemies Vanquished level	TRACTION
Equinox level	VACUUM
Island Infiltration level	PARADISE
Nightshift level	HIGHRISE
Phoenix Fire level	FLAME
All gadget upgrades	Q LAB
Bigger clip for sniper rifle	MAGAZINE
Rifle scope upgrade	SCOPE
Camera upgrade	SHUTTER
Decrypter upgrade	SESAME
P2K upgrade	P2000
Golden P2K	AU P2K
Golden PP7	AU PP7
Grapple upgrade	LIFTOFF
Laser upgrade	PHOTON
Stunner upgrade	ZAP
Tranquilizer dart upgrade	SLEEPY
Vanquish car missile upgrade	LAUNCH
All multi-player options	GAMEROOM
Multi-player mode Assassination option	TARGET
Multi-player Demolition option	TNT
Multi-player mode Explosive Scenery option	BOOM
Multi-player mode GoldenEye Strike option	ORBIT
Multi-player mode Protection option	GUARDIAN
Multi-player mode	TEAM
King Of The Hill option	TEAMWORK
Multi-player mode Uplink option	TRANSMIT
Multi-player mode all characters	PARTY



0–9

007: AGENT UNDER FIRE

You'll need to play the game on 00 Agent difficulty to be awarded medals. You can get either gold or platinum medals which offer different bonuses. They are shown here in level order. Top banana!

GOLD

Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

PLATINUM

MP Map: Rocket
MP Game Mode: Golden Golden
MP Model: Stealth Bond
MP Power-Up: Gravity Boots
MP Model: Guard
MP Weapon: Viper
MP Model:
Alpine Guard
MP Weapon: Calypso
MP Weapon:
Full Arsenal
MP Model:
Cyclops Oil Guard
MP Model:
Poseidon Guard
MP Model: Carrier

A IS FOR...

ACE COMBAT 4: DISTANT THUNDER

We can't help you get through the game straight away – you will need to get through and complete the whole game in Normal Mode before reading on. Make sure that you save your game safe and sound after enjoying the end credits. Now, load up your game and go to the Main Menu. You will see there is a new Game Mode called Expert Mode. Complete this and you will open the hardest setting of them all – Ace Mode.

AGGRESSIVE INLINE

There are bags of codes for this belting roller-blading sim that will enable you to tame the tarmac and unlock untold secrets in seconds. To enter them, go to the Cheats screen in the Options menu and then type them in on the keyboard. The directions refer to the arrows on the bottom row.

INVULNERABILITY

K, H, U, F, U

ELEVATOR WALLRIDES

↑, ↓, ↑, ↓, ←, →, ←, →, A, B, A, B, S

HAVE ALL KEYS

B, A, K, A, B, A, K, A

PERFECT GRINDS

B, I, G, U, P, Y, A, S, E, L, F

PERFECT HANDPLANTS

J, U, S, T, I, N, B, A, I, L, E, Y

PERFECT MANUAL BALANCE

Q, U, E, Z, D, O, N, T, S, L, E, E, P

SUPER SPIN

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

UNLOCK ALL CHARACTERS

↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

UNLOCK ALL LEVELS, PARK EDITOR THEMES

↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

UNLOCK LEVEL KEYS

←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

AIRBLADE

An extremely cool code that unlocks everything (yes, everything), plus all the extra characters and costumes that you can obtain by playing through and completing the game.

MASTER CODE

Select to play Story Mode then, on the level select screen, press ↑, ↓,

↑, ↓, L1, L2, R2, R1, SELECT + ⊗. If the cheat has worked, you'll hear a sound and all levels, characters and bonuses will instantly be unlocked. Let the fun commence!

GOD MODE
START, □, ○, △+⊗, □, ○, START

ALL LEVELS OPEN
START, □, ○, △ + □, □, ○, START

NO CLIPS
START, □, ○, □+○, □, ○, START

ALIENS VERSUS PREDATOR: EXTINCTION
UNLOCK CHEATS

Pause during gameplay and press: R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1. A Cheats menu can now be accessed by selecting Options at the pause screen. The following cheats are available:

Toggle Unit Spying
Gimme $10000
Player Invulnerable
Clear Fog Of War
Cheat Win
Show LZ's
Enable All Levels

AMPLITUDE

All codes are inputted whilst a song is playing.

BLURRY VISION
R3 (click right analogue stick in) four times, then L3 (the left analogue stick) four times, and then R3 one more time.

MONKEY GEMS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘

CHANGE THE NOTE POSITIONS
⊗, ⊗, ←, ←, ↘, ↘, →, →

TRANSPARENT PANELS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(takes effect in the next game you start)

TUNNEL/TEMPEST MODE
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(input code once for Tunnel, twice for Tempest)

SECRET SONG
To unlock the 26th song in the game (Spaztic by Cosmonaut Zero), you must first beat all 25 songs on Insane difficulty.

ARCTIC THUNDER

Enter the following cheat codes at the Mode Select Menu but remember that they are not effective in Arcade and Points Modes.

No drones
□, □, ○, ○, L1, R1
Catchup
○, □, ○, ○, □, START
Snowball power-ups
□, □, □, L1, ○, START
Grappling hook
○, ○, L2, ○, ○, L1, START
Rooster power-ups
R1, R2, L2, L1, □, START
Snowbomb power-ups
○, ○, R1, R2, START
Boost power-ups
○, R1, R1, ○, R2, START
Random power-ups
R1, R2, □, ○, R1, R2

ARMORED CORE 3
DROP PARTS

Press and hold down L1, L2, R1, R2 and △ together to drop your right arm weapon, inside parts and back unit. Press and hold down L1, L2, R1, R2 and L3 together to drop your extension parts.
Press and hold down L1, L2, R1, R2 and ○ together to drop your left arm weapon.

GAIN ENEMY EMBLEMS
Press START and SELECT while viewing a defeated AC at the victory screen. An audio note will verify that you've acquired the relevant emblem.

FIRST PERSON VIEW
Insert a memory card with saved game files from Armored Core 2 or Armored Core 2: Another Age and use it to save your current progress in Armored Core 3. Resume your game and press START to pause. Now press L1, R2, ⊗, □ and the D-Pad to reveal the first person view at the point of pausing. Normal viewpoint returns when the game is unpaused.

ARMY MEN: RTS

There are a whole host of cheats available to boost your plastic platoon's chances of survival. You can enter them at any time during play, just make sure you hold down the R2 button first.

Different Colours
□, △, □, □, ⊗, ○
Drop Paratroopers
○, □, ○, □, △, △
Get 5000 Plastic
△, ○, □, ⊗, △, □
More From Dumptrucks
□, □, □, △, ○, ⊗
Get 2000 Plastic
△, □, ○, ⊗, △, ⊗
Super soldiers
□, □, ⊗, △, ⊗, □
Super enemies
△, △, ⊗, □, △, △
2000 Electricity
△, □, ○, ⊗, △, ⊗
5000 Plastic
△, ○, □, ⊗, △, □
Paratroopers
○, □, ○, □, △, △
Extra dump truck resources
□, □, □, △, ○, ⊗
Green army is blue
□, △, □, □, ⊗, ○
Tan army is green
△, △, ⊗, □, △, △
Kill your soldiers
□, △, ←, ←, △, □

EASTER EGGS

The best Easter-style chocolate money can buy.

1. CREME EGG
Available all year round, Cadbury's Creme Eggs lull you into a false sense of security with their who-knows-what's-in-it-but-it-tastes-good filling and milk chocolate outer shell, and then appears at Easter in a Rik Waller-sized version only for the big egg to be entirely lacking any filling. At all. Still, you can't argue with the titchy versions.

2. CRUNCHIE
Plain, but beautiful inside. A bit like Mother Teresa. Best thing about Crunchie bars is the honeycomb filling is mostly air, so you can eat them safe in the knowledge that things won't be going Pavarotti.

3. MINI EGGS
This can only be the devil's work. Solid chunks of milk chocolate and a tasteless, crackly shell should not make for a want-to-stop-but-can't, must-buy-more serial killer-style obsession. If they ever stop being made, it'll hurt like the time everyone laughed at your little guy in the changing rooms at school.

4. MARS BAR
Oldie but a goodie. Dependably solid. Like Rich's morning dump.

5. HOMEMADE EGGS
"Why not create your own Easter egg," says Tom, "by pinpricking a real egg, draining out the yoke, and then filling it with chocolate." This, of course, overlooks a tiny problem – that of salmonella poisoning.

ATV OFFROAD FURY 2

Ease the fury and enjoy the drive of your life (probably) with these filthy cheats. Select the 'Profile Editor' option at the Main Menu, then select 'Unlock Items'. Now simply go to 'Cheat Codes' and whack in these dirty delights...

Master code
IGIVEUP
All ATVs
SHOWROOM
All games
GAMEON
All tracks
TRLBLAZR
All equipment
THREADS
All championship events
GOLDCUPS
Disable wrecks
FLYPAPER
1000 profile points
GIMMEPTS
San Jacinto Isles
GABRIEL
Aggressive CPU ATVs
EATDIRT

ALL TRACKS
Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

EXPERT MODE
Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play the CPU AI noticably enhanced.

ATV QUAD POWER RACING 2

Start a new profile and enter the following codes at the 'Name Your Rider' screen. An on-screen message confirms correct code entry.

All riders
BUBBA
All Vehicles
GENERALLEE
All tracks
ROADKILL
Maxxed Out Skill
FIDDLERSELBOW
Maxxed Out Stats
GINGHAM
All Championships
REDROOSTER
All Challenge
DOUBLEBARREL

SPEED KING

BURNOUT 2: POINT OF IMPACT

HOW TO GET HOLD OF THE HOTTEST CARS...

The cheats for this game, until we hear otherwise, are unlocked by completing various modes in the main game. When you eventually unlock a cheat, you'll be able to access it via a new 'Cheat Mode' option that will appear in the main Options Menu. Here are the delights that you can uncover by racing well and meeting the criteria...

INVULNERABILITY
Win all gold medals in Grand Prix Championship Mode.

RUNAWAY
Win all gold medals in Crash Mode.

FACE OFF
Win all the Face Offs in the first championship.

1997 ECLIPSE CAR
Complete the Custom Championship twice and get the top score in all races.

CUSTOM CHAMPIONSHIP
Get all gold medals in the first championship.

2001 FOCUS SVT CAR
Complete the Custom Championship twice and get the top score in all races.

CLASSIC 1970 CAR
Win Pursuit 2 by destroying the classic 1970 car with the police car.

DRIVERS ED CAR
Complete Driving 101 with all gold medals.

OVAL RACER CAR
Win Face-Off 2 against the Oval Racer.

POLICE CAR
Win Pursuit 1 by destroying the criminal's car before it gets away.

TWO-PLAYER PURSUIT
Successfully complete Pursuit 3.

B IS FOR...

BACKYARD WRESTLING: DON'T TRY THIS AT HOME
UNLOCK ALL MOVIES AND FIGHTERS

At the main menu, hold L1 and press ⊗, □, △, ○, ⊗, □, △, ○.

UNLOCK DAMEON REDD
Complete Talk Show Mode as any wrestler, then win the Meatlocker Mash in Talk Show mode as JCW's Evil Dead.
UNLOCK EL DRUNKO
Complete talk show mode as any wrestler, then win Truckstop Turmoil in Talk Show Mode as Karnage.
UNLOCK MADROX
Complete Talk Show Mode as any wrestler, then win Club Beatdown in Talk Show Mode as Sabu.
UNLOCK MAD MAN PONDO
Complete Talk Show Mode as any wrestler.
UNLOCK MASKED HORN DOG
Complete Talk Show Mode as any wrestler, then win Backyard Bedlam in Talk Show Mode as Masked Mike.
UNLOCK SALLY
Complete Talk Show Mode as any wrestler, then win the Mansion in Talk Show Mode as Violent J.
UNLOCK TOM DUB
Complete Talk Show Mode as Mad Man Pondo.
UNLOCK TYLENE BUCK
Complete Talk Show Mode as any wrestler, then win the Mall in Talk Show Mode as Shaggy 2 Dope.

BALDUR'S GATE: DARK ALLIANCE
UNLOCK CHEAT MENU

At any during play, press R2+L1 + ← + △ then press t. If the cheat has worked, a cheat menu that features Invincibility and Level Warp options will be unlocked.

SUPER CHARACTER
During play, press R2 + L1 + ← + △ then press R3 (press the right analogue stick inwards.) Your character will jump to level 20 and have access to all feats. They'll also have level one feats on all class-dependant feats and 75,000 gold.

UNLOCKABLE EXTRAS
Beat the game on any difficulty level to unlock the Gauntlet level. Complete it to unlock the Extreme difficulty setting, then complete the game on that to unlock Drizzt as a playable character (if you're a masochist and want to do it the hard way, that is!)

BALDUR'S GATE: DARK ALLIANCE 2
CHEAT MENU

Begin a game and hold L1,R1,△,○,⊗,□ and press START. A cheat menu should appear with Level Warp and Invulnerability options.

CHEEKY EXTRAS
Begin a game and hold L1 + R1 + △ + ○ + ⊗ + □ and press L2. This levels your character to Level 10, gives them 45 feat points and 500,000 gold.

EXTREME MODE
Complete the game on any difficulty setting to unlock the Extreme Mode.

UNLOCK DRIZZT DO'URDEN
Complete the game on any difficulty setting. Drizzt can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing 2.

UNLOCK ARTEMIS ENTRERI
Complete the game on the Extreme difficulty setting. Artemis can then be selected at the character selection screen by highlighting Allessia Faithhammer and pressing 2, 2.

BATTLE ENGINE AQUILA

To activate the following codes, you must start a new game and then enter the codes as case-sensitive names. You can enter multiple codes simply by stringing the codes together in one long name. For example: B4K42!EVAH!

Level select
!EVAH!
Invincibility
B4K42
All bonuses
105770Y2

BIG MUTHA TRUCKERS
MASTER CODE

Enter either CHEATING-MUTHATRUCKER or ATJCEHJMJ as a code in the Options screen and all cheats and the Evil Truck will be unlocked. If you choose to have the Automatic Sat Nav, it will always take you to where you will get the best price, but you will not be able to race against the other truckers.

TRUCKIN' CHEATS
Feel guilty about swindling Ma out of her business by using the Master Code? Then enter any of these as codes on the Options screen to unlock everything one by one.

Evil truck
VARLEY
Fast truck
GINGERBEER
$10 million
LOTSAMONEY
Level select
LAZYPLAYER
Unlimited time
PUBLICTRANSPORT
Disable damage
6WL
Automatic Sat Nav
USETHEFORCE
Diplomatic immunity
VICTORS
Small pedestrians
DAISHI

BLACK & BRUISED

Select the Cheat Codes option from the Setup Menu and enter any of the following codes:

INTERCONTINENTAL MODE
START, ⊗x3, ○x3, □x3, START

ALL BOXERS
START, ⊗, ○, □, □, R1, R1, □, ○, ⊗, START

SCRAP YARD SCENE
START, ○, R1, ○, R1, ⊗, ⊗, START

INVULNERA-BILITY FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ⊗, ○, ○, R1, R1, □, □, START

DOUBLE SPEED
START, R1x10, START

CONSTANT POWER-UP FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ○, ⊗, ○, ⊗, ○, □x3, START

BLADE II
MAIN MENU CHEATS

The following codes must be entered on the Main Menu before starting a game. If the code has worked a message will appear in the top-left corner of the screen.

Level select
(Hold L1 and press)
↓, ↑, ←, ←, ○, →, ↓, □

All weapons
(Hold L1 and press)
□, ○, ↓, ←, ○, ○, △

Daywalker difficulty
(Hold L1 and press)
←, ○, ↑, ↓, □, ○, ⊗

IN-GAME CHEATS
The following codes must be entered during an actual game. Simply pause the action to input them.

Unlimited health (Hold L1 and press △, □, △, □, △, ○, △, ○

Unlimited rage (Hold L1 and press)

←, ↓, ←, ↓, →, ↑, →, ↑

Unlimited ammo (Hold L1 and press) ←, ◎, →, ⊡, ↑, △, ↓, ⊗

Escorted NPCs are invincible (Hold L1 and press) ⊡, ◎, △, ⊗, ⊡, ◎, △, ⊗

BLOODRAYNE

Enter the following codes at the Cheat Menu. A message appears to confirm correct code entry. Once entered, the cheat options must be activated in the Pause Menu.

Unlock God Mode
TRIASSASSINDONTDIE

Unlock Time Factor
NAKEDNASTYDISHWASHERDANCE

Unlock Restore Health
LAMEYANKEEDONTFEED

Unlock Fill Bloodlust
ANGRYXXXINSANEHOOKER

Unlock Secret Louisiana Level
BRIMSTONEINTHEBAYOU

Unlock Gratuitous Dismemberment
INSANEGIBSMODEGOOD

Unlock Juggy Mode
JUGGYDANCESQUAD

LEVEL SELECT

Enter ONTHELEVEL at the Cheat Menu. A message appears to confirm correct code entry. Return to the Main Menu and highlight 'New.' Hold SELECT and press START to bring up the Level Select Menu. The secret Louisiana level can be accessed by selecting 'LA_HILL.'

BLOODY ROAR 3

UNLOCK KOHRYU

Defeat Kohryu and complete Arcade Mode to unlock him as a playable character.

UNLOCK URANUS

Play through Arcade Mode and defeat Xion without using any continues up until that point. Then defeat Uranus and go onto complete the game to unlock her as a playable character.

GALLERY PICTURES

Successfully complete Arcade Mode with the various characters to add their pictures to the Gallery.

SUDDEN DEATH MODE

Survive nine fights in Survival Mode to unlock Sudden Death in Survival Mode. In this mode it's one-hit kills!

SUPER DIFFICULTY

Complete Acrade Mode without using any continues to unlock the Super Difficulty. In this mode, the CPU is set to the highest difficulty imaginable.

NO BLOCKING

Get the highest score in Arcade Mode to unlock the No Blocking Mode. In this mode, you and your opponent cannot guard against attacks.

LOW SPEED

Obtain a ranking with every character in Acrade Mode to unlock Low Speed Mode. In this mode, all moves and throws are executed at half the speed.

HIGH SPEED MODE

Win 100 battles in Survival Mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

ONE-HIT KNOCKDOWNS

Place first in Sudden Death Mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus Modes.

HYPER BEAST MODE

Win ten fights with a single character in Arcade Mode and record your name to unlock Hyper Beast Mode. In this mode, both you and your opponent are permenantly in beast form.

ONE FALL MODE

Win 20 rounds with a single character in Survival Mode to unlock One Fall Mode. In this mode, the first fighter to be knocked down is the loser so you'd better get in there first.

BMX XXX

It's not big, it's not clever, but if you want to reveal even more in this nork-tacular bike game, then enter any of the following codes in the Cheat Menu.

Level select
XXX RATED CHEAT
Stage select
MASS HYSTERIA
Play as Amish Boy
ELECTRICITYBAD
All bikes
65 SWEET RIDES
Hellkitty's bikes
HELLKITTY487
Itchi's bikes
ITCHI594
Joyride's bikes
JOYRIDE18
Karma's bikes
KARMA311
La'tey's bikes
LATEY411
Manuel's bikes
MANUEL415
Mika's bikes
MIKA362436
Nutter's bikes
NUTTER290
Rave's bikes
RAVE10
Skeeter's bikes
SKEETER666
Tripledub's bikes
TRIPLEDUB922
Twan's bikes
TWAN18
Launch Pad 69 level
SHOWMETHEMONKEY
Rampage Skatepark level
IOWARULES
The Dam level
THATDAMLEVEL
Las Vegas level
SHOWMETHEMONEY
Roots level
UNDERGROUND
Sheep Hills level
BAABAA
Syracuse level
BOYBANDSSUCK
Night Vision Mode
3RD SOG
Happy Bunny Mode
FLUFFYBUNNY
Ghost Control Mode
GHOSTCONTROL
Super Crash Mode
HEAVYPETTING
Green Skin Mode
MAKEMEANGRY
Visible Gap Mode
PARABOLIC
All FMV sequences
CHAMPAGNE ROOM
Bonus Movie 1 sequence
THISISBMXX
Bonus Movie 2 sequence
KEEPITDIRTY
Dam 1 FMV sequence
BOING
Final Movie FMV sequence
DDUULRRLDRSQUARE
Las Vegas 1 FMV sequence
HIGHBEAMS
Las Vegas 2 FMV sequence
TASSLE
Launch Pad 69 1 FMV sequence
iflungpoo
Launch Pad 69 2 FMV sequence
PEACH
Rampage Skatepark 2 FMV sequence
BURLESQUE
Sheep Hills 1 FMV sequence
ONEDOLLAR
Sheep Hills 2 FMV sequence
69
Syracuse 1 FMV sequence
FUZZYKITTY
Syracuse 2 FMV sequence
MICHAELHUNT
The Bronx, NYC 1 FMV sequence
LAPDANCE
The Bronx, NYC 2 FMV sequence
STRIPTEASE
UGP Roots Jam 2 FMV sequence
BOOTYCALL
Park editor
BULLETPOINT

BRITNEY'S DANCE BEAT

See even more of the gyrating toxic pop princess (if that's the sort of thing that floats your boat)!

Unlock That Music Video
Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around high school in a temperature-souring uniform, would it? No, it certainly wouldn't. To unlock this desirable extra, simply acquire 9999 points in Audition Mode. Now sit back, relax and enjoy the view!

BURNOUT

EXTRA MODES

Completing championships has the effect of opening up new modes.

Journeyman GP
Face Off 1
Big Run GP
Face Off 2, Survival, Free Run
Savage Streets GP
Face Off 3
USA Marathon
Face Off 4

IRAQI IRRITANT

CONFLICT: DESERT STORM

HARD GAME, THIS. SO WHY NOT JUST GO AHEAD AND CHEAT?

Apparently gone are the days of frantic joypad pressing into order to activate cheats according to SCi. To input cheats in this game you'll need to plug a USB keyboard into your PS2 and then press the following buttons to trigger the corresponding effect.

BUTTON	CHEAT
k	Toggle damage
L	Display debug info
Y	Reverse aiming
X	Freeze game
\	Display menu

To unlock a hidden Cheat Mode simply press ⊡, ⊡, ◎, ◎, L1, L1, R1, R1, L2, L2, R2, R2 at the Main Menu. There is no confirmation message but if you then start a game, pause and enter the Options screen, the 'Cheats' option will be unlocked that includes such great bonuses as 'Trooper Level,' 'Enemy AI' and 'Mission List.'

C IS FOR...

CAPCOM VS SNK 2

INFINITE GROOVE EDIT POINTS

Complete Survival Mode.

UNLOCK SHIN AKUMA AND ULTIMATE RUGAL

You have to beat these fighters in Arcade Mode. You'll need to fight well as you'll only meet them if you're on top form. Play SNK groove to get Shin Akuma and Capcom to get Ultimate Rugal.

BOSS BATTLE MODE

Unlock Ultimate Rugal and Shin Akuma, then keep ◎ + ⊡ whilst selecting Arcade Mode.

EXTRA OPTIONS

Conquer Boss Battle Mode

GROOVE EDIT MODE

Defeat either Rugal or Akuma in Arcade Mode.

CHAOS LEGION

Finish the game on any difficulty setting to unlock the following:
Liv Special PV (a short film about the making of the theme song)
Extra playable character – Arcia
Total Results menu

Finish the game on Normal to unlock Hard difficulty, and finish it on Hard to unlock Super Mode.

CLOCK TOWER 3

VIEW FMV SEQUENCES

Like any movie you want to watch it over and over again. You need to unlock the Cinema Theatre Mode. All you have to do is complete the game then go to the Main Menu and you'll see the Cinema Theatre option. Then press R1 and you can view the artwork.

ALTERNATE COSTUMES

Alyssa looks nice in her school uniform. But it's a bit boring, right? A bit more Tatu, maybe. So what you want is a wardrobe of alternative costumes. So, finish the game then load a saved game and you'll have a key in your inventory which can be used to open the wardrobe in Alyssa's room. Now you really can dress to impress.

CLEAR MODE

Clock Tower 3 is a tough game, no question about that. For the masochistic among you, it's not quite tough enough. So it's a good job, then, that once you've completed the game, you can access the Clear Mode, which is harder still and offers tougher, faster enemies and an Alyssa who panics at the merest drop of a hat. Nice.

CONFLICT: DESERT STORM 2

EXTREME MODE

Successfully complete the game under the hard difficulty setting to unlock the extreme difficulty setting.

CONTRA: SHATTERED SOLDIER

EXTRA LIVES

During the title screen, press ↑, ↑, ↓, ↓, L1, R1, L2, R2, L3, R3 on controller two. If the cheat has worked you will hear a sound and your first credit upon starting a new game will be worth 30 lives (the credits thereafter take you back to the default number of lives though).

EXTRAS

There are a whole host of extra missions and eggs to unlock in the game by performing well. Here's what you can unlock and how...

Level 5 (training)
Complete level five on the Normal difficulty setting.
Level 6
Complete level five with an 'A' rank.
Level 6 (training)
Complete level six during the normal game.
Level 7
Complete level six with an 'A' rank.
Level 7 (training)
Complete level seven during the normal game.
Final Boss battle (training)
Defeat the final Boss during the normal game mode.
Gallery option
Complete the game with an 'A' rank.
Database option
Complete the game with a 'B' or 'C' rank.
Theatre option
Complete the game under the Normal difficulty setting once.
Satellite Weapon
Complete level five with a 'B' or 'C' rank.
Return
Complete level seven up to the credits with an 'A' rank.
Triumphant Return
Complete level seven including after the credits with an 'A' rank.
Contra Vs Puppy
Complete the game with an 'S' rank.
In-game reset Hold L1 + L2 + R1 + R2 + START + SELECT during play to return to the Main Menu.

CRAZY TAXI

On the Character Select Screen, hold L1 + R1, then release L1 and then R1. Hold L1 + R1 again and then release both simultaneously before finally pressing ⊗. If the code has worked you will hear the sound of a bicycle bell and whichever chartacter you choose, they will start the game riding a bike instead of driving a taxi. Crazy! It does say so on the disc so don't be too shocked...

EXPERT MODE

At the Main Menu, press and hold L1 + R1 + START. Continue to hold these buttons until the Character Select Screen appears, then press ⊗ to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

ANOTHER DAY MODE

Press R1 on the Character Select Screen and then release it. Then hold R1 again and press ⊗. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered. To unlock the Crazy Bike mode in Another Day, go to the character select screen and press R1 + L1, R1 + L1, R1 + L1, R1, R1 + ⊗.

CRICKET 2002

We've got the cheat you've been waiting for – Super Batsmen! Select the Inside EA Sport option from the Main Menu, Now press R2, ◎, L2, R1 and a message will appear to confirm correct input. Now, during play you can use L1 to tank the ball for a six as if you were only swatting a fly!

D IS FOR...

SATANTASTIC!

DEVIL MAY CRY 2

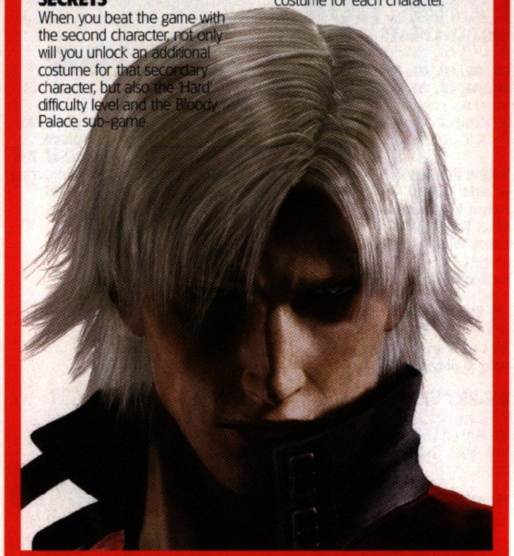
GET ALL THE GAME CAN GIVE IN ONE – OR TWO AT MOST – EASY STEPS. OR THREE.

FIRST COMPLETION SECRETS

When you beat the game for the first time, you'll unlock a mission select menu and an additional costume for the character you completed it with. These costumes are selectable at the loading screen by pressing L1 or R1.

SECOND COMPLETION SECRETS

When you beat the game with the second character, not only will you unlock an additional costume for that secondary character, but also the 'Hard' difficulty level and the Bloody Palace sub-game.



FURTHER COMPLETION SECRETS

When you beat the game on Hard Mode using both characters, you'll unlock another hidden costume for each character (including Trish from Devil May Cry for him!) and the 'Dante Must Die' and 'Lucia Must Die' rock-'ard difficulty levels. If you then beat the game with both characters on that difficulty level you'll unlock a third costume for each character.

TAKE THE RAP

DEF JAM VENDETTA

UNLOCK EVERY CHARACTER IN THE GAME. SIMPLE AS THAT.

Enter a User ID at the 'User Setups' Menu and hold L1 + L2 + R1 + R2 at the character screen. Then stick da code in.

Unlock Arii	⊗, ▣, △, ◎, ▣
Unlock Briggs (alternate costume #1)	⊗, △, ◎, ▣, ◎
Unlock Briggs (alternate costume #2)	⊗, △, ▣, ⊗, ◎
Unlock Carla	⊗, ▣, ⊗, ⊗, ⊗
Unlock Chukklez	▣, ▣, △, ⊗, ◎
Unlock Cruz	◎, △, ⊗, ⊗, ◎
Unlock D-Mob	▣, △, ◎, ⊗, ◎
Unlock D-Mob (alternate costume)	▣, ▣, △, ▣, ▣
Unlock Dan G	⊗, ◎, ⊗, ◎, ▣
Unlock Deebo	◎, ◎, ⊗, ⊗, △
Unlock Deja	◎, ▣, ◎, ◎, ⊗
Unlock DMX	◎, ⊗, ◎, △, ▣
Unlock Drake	△, ▣, ◎, ⊗, ⊗
Unlock Drake (alternate costume)	⊗, △, △, ◎, ◎
Unlock Funkmaster Flex	◎, △, ◎, ◎, ▣
Unlock Headache	△, △, △, ▣, ◎
Unlock House	△, ⊗, △, ◎, ⊗
Unlock Iceberg	▣, △, ◎, ▣, ◎
Unlock Ludacris	◎, ◎, ◎, ▣, △
Unlock Manny (alternate costume)	◎, ▣, ◎, ▣, ◎
Unlock Masa	⊗, ◎, △, ▣, ▣
Unlock Method Man	▣, ◎, ⊗, △, ◎
Unlock Moses	△, △, ▣, ▣, ⊗
Unlock NORE	◎, ▣, △, ⊗, ◎
Unlock Nyne	▣, ◎, ⊗, ⊗, △
Unlock Omar	◎, ◎, ▣, △, △
Unlock Opal	◎, ◎, ▣, ▣, △
Unlock Peewee	⊗, ⊗, ▣, △, ▣
Unlock Peewee (alternate costume)	⊗, △, △, ▣, ◎
Unlock Penny	⊗, ⊗, ⊗, △, ◎
Unlock Pockets	△, ▣, ◎, ▣, ⊗
Unlock Proof (alternate costume)	⊗, ▣, △, ▣, ◎
Unlock Razor	△, ▣, △, ◎, ⊗
Unlock Razor (alternate costume)	▣, ◎, ⊗, △, △
Unlock Redman	◎, ◎, △, ▣, ⊗
Unlock Ruffneck	⊗, ▣, ⊗, △, ◎
Unlock Ruffneck (alternate costume)	▣, ◎, △, ⊗, ▣
Unlock Scarface	◎, ▣, ⊗, △, ▣
Unlock Sketch	△, △, ◎, ▣, ⊗
Unlock Snowman	△, △, ⊗, ⊗, ◎
Unlock Spider (alternate costume)	▣, △, ⊗, ▣, ◎
Unlock Steel	⊗, △, ◎, ◎, △
Unlock T'ai	◎, ◎, ▣, ⊗, ◎
Unlock Zaheer	△, △, ▣, ⊗, ⊗

DANCING STAGE MEGAMIX

UNLOCK ALL BONUSES

Select Game Mode and then Single Play. Now hold w to return to the Main Menu. The game is fooled into thinking that you've played three songs. Repeat this process until Records Menu, Training Mode, Edit Mode and the Max 300 hidden tune are all unlocked.

DARK CHRONICLE

EASY CASH

There are a number of loopholes to exploit if you want a lot of cash in a short period of time – here a few choice methods.

Get Max to equip the Lure Rod (invented by photographing Fish, River, and the Lafrescia Stem), and any lure, but make sure you have another one of the same lure in your inventory. Now equip the extra lure, and a noise should confirm you have two lures on the Rod at once, but still have that spare lure in your inventory. Spook. Keep doing this until you've got 998 lures on the Rod, then de-equip and sell them for huge amounts of wonga.

In Chapter Five, there's an enemy called Steam Tore. Lock onto him and circle around, avoiding him, but not attacking. He will spit out little trees which, when left alone, eventually explode and leave decent chunks of Gilda behind. Repeat ad nauseum, then kill Steam Tore, who will be significantly weaker after his tree-spewing antics.

After getting the fishing rod from Norm in the second chapter, discard the Mimi Bait he gives you, and talk to him again. He'll give you five more of them every time you run out, the generous soul. Use them to catch fish in the swamp nearby until you don't have room for any more fish, then sell them all at a healthy profit. With every 20 fish you catch (more or less), Erik's Improved Bombs ability is restored. If you got to him three times and full up your inventory with fish, you can rake in the cash and the FP. Keep going until you get bored, basically.

Invent the "Turkey" Spheda Club by taking pictures of the following: Special Peking Duck, Tree, and Windmill Feather. Next get your materials – a minimum of three Rolling Logs and three Scrap Metal, for a total cost of 90 Gilda, and a resell value of 230 Gilda.

DEAD OR ALIVE 2

UNLOCK BAYMAN

Successfully complete the game with all of the original characters to unlock Bayman as a playable character.

UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu as a playable character.

EXTENDED CREDITS

Successfully complete the game with all of the original characters on the Very Hard difficulty setting to be treated to an extended credits sequence.

CG GALLERY

Take some time out and win the Team Mode with five different characters to unlock the Gallery option at the Main Menu.

DEAD TO RIGHTS

Press and hold L1 + R1 + L2 + R2 at the Main Menu and enter any of the following codes to help you get revenge for you father that little bit faster:

Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
↓, ←, ↓, △, ↓
10,000 Bullets Mode (Unlimited Weapon Ammunition)
↑, ←, ↓, →, ◎
Boomstick Mode (Unlimited Shotgun Ammo)
→, ◎, ◎, ◎, ▣
Chow Yun Jack Mode (Always start with double guns)
△, ◎, ↑, ↑, ↑
Time To Play (All disarms)
▣, ▣, ◎, ◎, →
One Shot Kills
△, ◎, ◎, ◎, ←
Sharpshooter Mode (All Headshot Kills)
▣,▣, ▣, ↓, →
Bang Bang
◎, △, ▣, ◎, →
Wussy Mode (Less accurate enemies)
▣, ←, △, ↑, ↓
Precursor (Targetting off)
↑, ↑, ↓, ↓, ↑
Hard Boiled Mode (More accurate enemies)
△, ▣, ←, ←, ◎
Super Cop Mode (Harder difficulty)
▣, △, ←, ↑, →
Woof! (Shadow has unlimited stamina)
◎, ▣, △, ◎, ↓
Gimme Some Sugar, Baby (Unlimited adrenaline)
←, →, ←, ◎, ▣
Bulletproof Mode (Unlimited armour)
↑, ↑, ↑, ▣, ↓
Up Close And Personal Mode (Human shields have unlimited health)
▣, △, ◎, △, ▣
Your Skills Are Extra-Ordinary (Melee attack damage increases)
◎, ◎, ↑, ↑, ▣
Fight Club (Enemies are disarmed)
→, ▣, ←, ◎, △
Jack Off (Invisible Jack)
△, ←, ↑, ↑, △

DEUS EX

Press SELECT in-game and tap L2, R2, L1, R1. You now have access to Full Health, God Mode, Ammo, Energy, Mods and Skills. That's gotta be useful.

DEVIL MAY CRY

HARD MODE

Complete the game once.

LEGENDARY DARK NIGHT MODE

Complete Hard Mode.

DANTE MUST DIE MODE

Complete Legendary Dark Night Mode.

SUPER DANTE MODE

Complete Dante Must Die Mode. Be aware that in the game mode you can transform into a devil and use magic whenever you wish.

ALL-STAR GROUP PHOTO

Complete the game with a S rank in every level.

HOW TO GET ALL THE BLUE ORBS

SECRET MISSION 1: CRITICAL HIT

After defeating Phantom in Mission 3, return to the broken bridge and jump down. Shoot the Sin in the face with the shotgun to make her drop the scissors. Get as close as possible and shoot her in the face again. It must be a critical hit to complete the mission.

SECRET MISSION 2: PHANTOM BABY

At the beginning of Mission 4, go through the Cathedral doors. Use Holy Water to kill the 100 babies comfortably within the 30-second time limit.

SECRET MISSION 3: PHANTOM BABY 2

After completing Secret Mission 2, go to the Time Statue room (the starting point of Mission 4). Use your feet to stomp 100 babies within the 30-second time limit.

SECRET MISSION 4: THREE BEASTS

After defeating Shadow in Mission 4, go to the arena beneath the room containing the aeroplane.
Defeat the Shadows by being quick on your feet and attacking whenever you can. The fact that the auto-aim often focuses on the wrong targets doesn't make this tough mission any easier.

SECRET MISSION 5: ONE-EYED DEMON

During Mission 7, go to the Pipe Room (where you found the Old Key during Mission 6). Jump on the pipes and keep jumping so the two Kyclops can't hit you, but instead hit each other. Continue to do this until one Kyclops has killed the other.

SECRET MISSION 6: A BUNCH OF GHOSTS

During Mission 11, go to the Garden Courtyard (near where Mission 10 ended). Jump, wall jump and jump on the heads of the Sin Scissors until you reach the piece of Blue Orb.

SECRET MISSION 7: WATER PRISON

After Mission 13, go to the Captain's Room on the Ghost Ship and check his skeleton. Use the Needle Gun to defeat the 8 Blades.

SECRET MISSION 8: TREASURE GUARDED BY THE DEATH GOD

During Mission 15, go to the Spike Room (the starting point of Mission 14) and check the picture on the wall. If you've got it, use Nightmare Beta to defeat the three Shadows. Otherwise, use any means necessary.

SECRET MISSION 9: SHADOWS IN THE DARK

After defeating Nightmare in Mission 16, go to the room containing the aeroplane. Find and kill four Shadows. Two of them are in the room containing the aeroplane, one is in the Hall and the fourth is in the Bridge Room.

SECRET MISSION 10: A LONELY STAIRCASE

After defeating Nightmare in Mission 16, go to the Coliseum. Jump up the stairs to reach the piece of Blue Orb.

SECRET MISSION 11: BLUE STONE IN THE SKY

It's a good idea to save before attempting this difficult Secret Mission. During Mission 17, go to the broken bridge. To activate the Secret Mission Jump from the end of the bridge, back to the door end without falling in the water.

To do this, jump on the first platform, Air Raid to the last platform and jump to safety. Avoid the Death Scythes' attacks and use the jump-pools to reach the piece of Blue Orb.

SECRET MISSION 12: HIDDEN BRACELET

During Mission 21, check the wall opposite the Time Staue and enter the hidden room. Cross the long stretch of road and pick up the piece of Blue Orb.

Follow the path to a large room containing a fireless dragon. Defeat the dragon by hitting it on the head with one of your swords. Once defeated, take care of the Frosts before jumping to the Time Bracelet.

GET MORE ORBS

To get more Orbs in *Devil May Cry*, (and let's face it, you'd be a fool not to) kill all the monsters in a mission, save the game and then reset by pressing SELECT. Now go back, start the mission again and re-kill all the monsters. Keep doing this until you've got loads of Orbs. It does take a while (and to be honest, it gets a bit tedious), so do it on a mission where there are lots of monsters. It's a pain but the results are worth it.

DIE HARD: VENDETTA

Enter the following codes at the Main Menu. A message will appear at the top of the screen to confirm correct code entry.

Invulnerability
L1, R1, L1, R1, L1, R1, L1, R1
Big Heads
R1, R1, L1, R1
Pin Heads
L1, L1, R1, L1

DINO STALKER

COMPLETION BONUSES

Successfully complete the game under the easy difficulty setting to unlock the Special Menu and Movie Mode. Also, when you're watching the credits roll at the end, why not pull out your gun and start shooting them – because you can! And it is kind of fun too.

DISNEY'S EXTREME SKATE ADVENTURE

Select Cheat Codes from the Options Menu and enter any of the following as case-sensitive codes. A scream confirms, correct code entry.

Code	Unlocks
friendsofbob	All skaters
extremepassport	All levels
sweetthreads	All 'Create Skater' items
supercharger	Infinite Special Meter
savannah	Lion King movie clip
marin	Toy Story 2 movie clip
nugget	Tarzan movie clip

DR MUTO

Ease those platform game-related ailments with these code-based pain killers. Simply enter any of the following as codes and enjoy the after effects on the crazy Dr!

Invincibility
NECROSCI
Never take damage
CHEATERBOY
All gadgets
TINKERTOY
Secret morphs
LOGGLOGG
All morphs
EUREKA
Go anywhere
BEAMMEUP
View FMV sequences
HOTTICKET
Super ending
BUZZOFF

DROPSHIP

Select the Classified Files option

GHOST RECON

ENTER THE MATRIX

ALL YOU NEED TO 'HACK' SUCCESSFULLY. OR, AS WE LIKE TO CALL IT, 'CHEAT'.

Choose 'Hacking' from the Main Menu and follow the commands until 'Cheats' becomes available in the Hackers Menu. You can then enter any of the following codes for the desired effect:

1DDF2556
Infinite Ammo

0034AFFF
All Weapons (this only unlocks the weapons that would normally be available for the level being played)

13D2C77F
Secret Level: Sparks' Training Construct
69E5D9E4
Infinite Focus

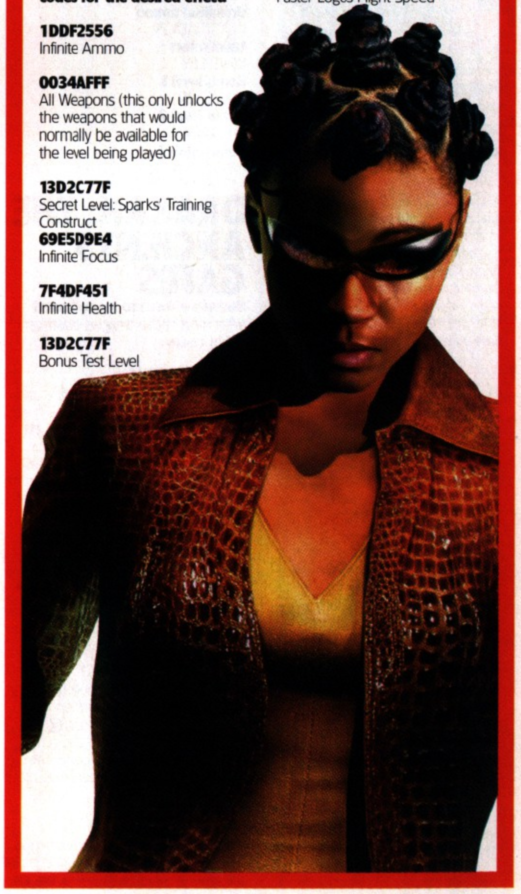
7F4DF451
Infinite Health

13D2C77F
Bonus Test Level

FFFFFFF1
Invisibility (enemies can't see you)

D5C55D1E
Multiplayer Fighting

7867F443
Faster Logos Flight Speed



A TO Z

THE DEFINITIVE CHEAT LIST

KICK IT

FIFA 2004

HOW TO MAKE YOUR TEAM PRETTY AND TOTALLY INVINCIBLE...

UNLOCK MOST THIRD KITS

Attain Level 5 in your EA Bio.

UNLOCK FRENCH LIGUE THIRD KITS

Attain Level 10 in your EA Bio.

UNLOCK ITALIAN SERIE A THIRD KITS

Attain Level 20 in your EA Bio.

UNLOCK SPANISH PRIMERA THIRD KITS

Attain Level 30 in your EA Bio.

UNLOCK ENGLISH PREMIERSHIP AND GERMAN BUNDESLIGA THIRD KITS

Attain level 40 in your EA Bio.

BUILDING A DREAM TEAM

Select 'Options' from the Main Menu and then choose 'Player Swaps.' Move the highlight bar to the right and select the team you want to play as – this is the team that you'll swap players to. Move the highlight bar to the left and select the team/s you want to swap players from. Once you've added all the players of your choice for your dream team, save your new team as a 'Squad' file type. Return to the Main Menu, select 'Game Modes' and choose 'Career Mode.' Select 'New Career' and choose the 'Current Squads' option. Select the team you've created and begin your career with an all-star team of your own making. Back of the net.

SHOULDER DROP

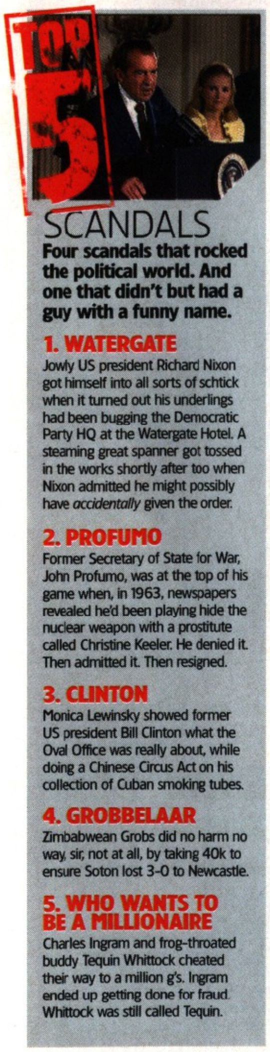
When dribbling with the ball in the direction of an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder and knock the ball past his opponent.

THE DRAG AND GO

When a defender has you cornered hold i when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back, drawing in the defender. Now quickly push ↑ or ↓ and you'll knock the ball him.

MARSEILLE ROULETTE

When dribbling with the ball hold R2 and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and rolls it back into his path.



SCANDALS

Four scandals that rocked the political world. And one that didn't but had a guy with a funny name.

1. WATERGATE

Jowly US president Richard Nixon got himself into all sorts of schtick when it turned out his underlings had been bugging the Democratic Party HQ at the Watergate Hotel. A steaming great spanner got tossed in the works shortly after too when Nixon admitted he might possibly have *accidentally* given the order.

2. PROFUMO

Former Secretary of State for War, John Profumo, was at the top of his game when, in 1963, newspapers revealed he'd been playing hide the nuclear weapon with a prostitute called Christine Keeler. He denied it. Then admitted it. Then resigned.

3. CLINTON

Monica Lewinsky showed former US president Bill Clinton what the Oval Office was really about, while doing a Chinese Circus Act on his collection of Cuban smoking tubes.

4. GROBBELAAR

Zimbabwean Grobs did no harm no way, sir, not at all, by taking 40k to ensure Soton lost 3-0 to Newcastle.

5. WHO WANTS TO BE A MILLIONAIRE

Charles Ingram and frog-throated buddy Tequin Whittock cheated their way to a million g's. Ingram ended up getting done for fraud. Whittock was still called Tequin.

from the Main Menu and then enter any of the following classic Psygnosis/Studio Liverpool game titles and related terms as unlock codes to access the desired cheat effect.

Invincibility
TEAMBUDDIES
Unlimited ammo
BLASTRADIUS
Level select
KINGSLEY
Bonus level 1
KREUZLER
Bonus level 2
SHEARER
Bonus level 3
UBERDOOPER

DRAKAN: THE ANCIENTS' GATES

Become a force to be reckoned with with these dragon-busting cheat codes.

GET RICH QUICK

To gain an instant $10,000 press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press ◎, □, →, ←, ⊗, △, ↓, ↑. You will be awarded the vast cash sum each time this code is entered so get pressing!

INCREASE SPELL LEVEL

To increase your spell level by one, press and hold these buttons: L1, R2, L2, R1 then, with those buttons still held, press this combination ↑, ↓, ←, →, →, ←, ↓, ↑

INVINCIBILITY

To become invincible, simply press and hold: L1, R2, L2, R1 then, with those buttons still held, press ⊗, ↓, △, ↑, ◎, →, □, ←. If the code has worked then the message 'The gods favour you' will be displayed on the screen.

REPLENISH HEALTH

To replenish your health to full, simply press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then press △, ↓, ◎, ←, □, →, ⊗, ↑

E IS FOR...

EPHEMERAL FANTASIA

MINI DRINKING GAME

Any time after acquiring Claire as a party member, go to the bar where you first met her. Talk to the woman behind the counter and you will be given the option to partake in a drinking contest with Claire for $100. If you win, the woman will give you a piece of map and you can play the game over and over to gain up to six pieces of map and some Phoenix Potions. The object of the contest is to have your drinking bar lower than Claire's and therefore out drink her.

MINI GUITAR GAME

Go to the screen where you select your song and you can press various controller buttons to get little icons to appear which do different things to the song. Here are some examples...

'HIDE' ICON

Press Red, Blue, Green, Blue, Red, Green to make the bars disappear when they get to the top, thus making it harder to hit them correctly.

'FF' ICON

Press Red, Green, Blue, Pick, Pick for fast forward mode, thus making the bars scroll faster.

'SFF' ICON

Press Red, Green, Blue, Pick, Pick, Red, Green, Blue, Pick, Pick to make the bars scroll even faster.

'RANDOM' ICON

Press Blue, Green, Green, Red, Green, Pick to make some of the notes randomised.

'SUD' ICON

Press Green, Red, Blue, Green, Blue, Red, Pick to make the notes appear closer to the play line.

'LITTLE' ICON

Press Red, Red, Red, Green, Green, Blue, Blue, Blue, Pick to allow only two chords to be played.

'E' ICON

Press Red, Blue, Pick, Green, Red, Blue, Pick, Green to make the songs very hard.

CLEAR ALL ICONS

Press Pick x10 to clear all of the existing icons.

ESCAPE FROM MONKEY ISLAND

MONKEY INVADERS MINI-GAME

To unlock this little gem you'll have to complete all of the Monkey Combat moves for each of the Monkey Stances.

MURRAYBALL MINI-GAME

Before looking for the No-Nosed Man, go to the Prostheses Shop and get the file for Ryan J Danzwithwolves by entering the code Monkey-Pumpkin-Bunny into the filing system. Now look at the file, then pause the game and select the Bonus Stuff option to access the game.

ESPN NBA 2NIGHT

Rattle the rim in spectacular fashion with these slam-dunkin' delights...

The following cheat codes must be entered in the Cheats Menu in Options.

Big Hand Mode
BIGHAND
Big Head Mode
BIGHEAD
Improve Player Stats
ABILITYBONUS
Improve Shooting
EXCELLENT
Improved Dunks
DUNKERS
Invisible Players
INVISIBLE
Pancake Players
PANCAKE
Turn Out the Lights
DARKNESS
Yeti Mode
BIGFOOT
Big feet
BIGFOOT
No lights
DARKNESS
East dunks
DUNKERS
Small players
MINIMINI

ESPN X-GAMES SKATEBOARDING

ANOTHER MODE

Obtain all 36 licenses in Arcade Mode, then press ◎ at the stage selection screen to access an alternative Arcade Mode.

BIG HEAD MODE

Obtain 30 licenses in Arcade Mode with any character, then press □ + ⊗ at the character select screen to start the game with a massive head!

HIDDEN BOARD LOCATIONS

Here are some locations of those hidden boards that you've been searching for...

BOB BURNQUIST'S BOARD IN LA

Head towards the mansion and the hidden board is on top of the car.

BOB BURNQUIST'S BOARD IN NEW YORK

Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Then Grind on the next set of wires and jump down to get the board.

CARLOS DE ANDRADE'S BOARD IN RUINS

Head towards the platform where a big quarterpipe with an arch on is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

CHRIS SENN'S BOARD IN NEW YORK

Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

CHRIS SENN'S BOARD IN SAN FRANCISCO

From the start, go down the hill and take the first turning on the left. Proceed all the way down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off whilst catching big air.

COLIN MCKAY'S BOARD IN RUINS

Go to the area with a bunch of zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

RICK'S BOARD IN MUSEUM

In the third room, go up the slope and Grind the dinoasur to obtain the hidden board.

RICK'S BOARD IN BOAT

Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS

If you have unlocked Another Mode then you can obtain extra boards by playing a level until you get all of the licenses. For every level you do this on, you will unlock an extra board.

EVE OF EXTINCTION

BONUS WEAPON

Complete the game under any difficulty setting and then save after the credits have rolled. Now simply reload the saved game to start with a new meaty double dagger weapon to inflict extra damage.

SURVIVAL MODE

Play through level one and go through the subway where you need to get both Legacy Drives for the Lightning Rod. When you get out on the other side, go into the alley that has the fence with a junkyard on the other side and walk up to the fence. Press △ when equipped with the Lightning Rod and quickly grab on to the top of the fence. Jump over to the other side, then go to the wall that has the ladder on it. Climb up the ladder and get up to the top of the building. Once there, you will find a piece of paper hovering above the ground. Walk into that paper and a message stating that Survival Mode has been unlocked will appear. Save the game, then enter the bonus option at the Main Menu to play the new game option.

THREE-MINUTE BATTLE MODE

Play the China-town level after getting the Katar. Climb up the Chinese house that has the huge flame on the porch and once up there, kill the thug and go to the opposite side of the part you climbed up to. Go to the back of the house, but stay on the balcony. Jump to the building on the far side (all the way down, as far as you can see) and look around for another piece of paper. Walk into it and you will unlock the Three-Minute Battle Mode option.

EXTERMINATION

UNLOCK EXPERT MODE

Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time). The game will begin with extra ammo (500 bullets, 50 shotgun shells, 30 grenade rounds, 1000 flame units and 25 Ultimate Launcher missiles) plus extra health items (20 Recovery Unit A, five Recovery Unit B,

THE GUV

THE GETAWAY

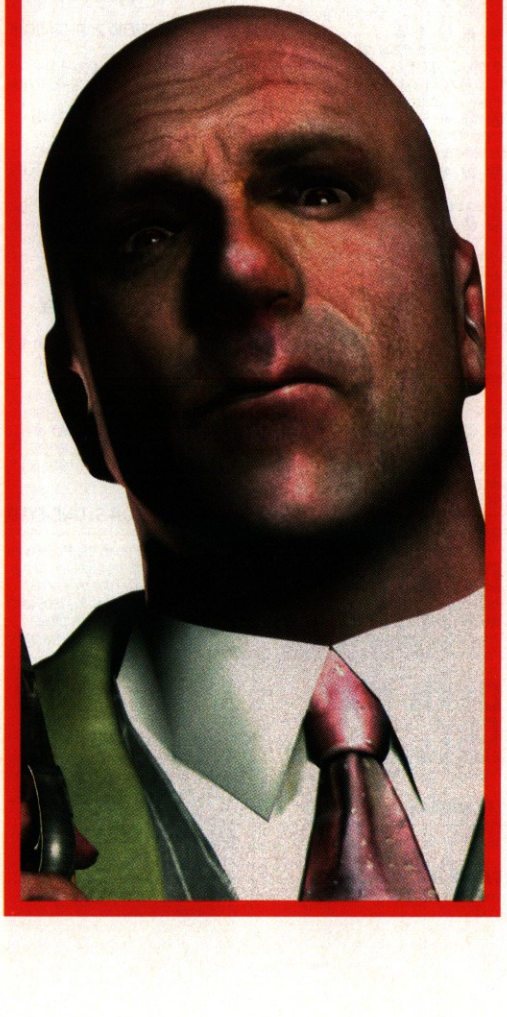
STRUGGLING TO TAKE LONDON DOWN? STRUGGLE NO MORE, GUV'NOR...

DOUBLE HEALTH

Press ↑, ↑, ←, ←, →, →, ◎, ◎, ↓ during the FMV sequence that plays just before the Main Menu appears. The sound of a woman groaning will confirm correct code entry.

ARMOURED CAR WEAPON

Press ↑, ↓, ←, →, □, △, ◎ during the FMV sequence that plays just before the Main Menu appears. Be aware that this weapon can only be used during missions. Repeat the code to disable its effect.



five MTS Vaccine, five Booster Shot A and three Booster Shot B). Be warned that enemies are harder to kill in this mode.

UNLOCK SECRET MODE

Successfully complete the game after finding all 15 dog tags and Roger's Knife. When the credits have rolled, save your game and you'll notice that the save file is yellow with a star next to it. When you load up this file, you'll start a new game with 300 bullets, 50 shotgun shells, 99 grenade shells, 1000 flame units and 25 missiles plus an AT-6 Grenade Launcher. You also get 25 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B. Be warned that enemies are much, much harder to kill in this mode!

DOG TAG LOCATIONS

There are 15 tags to find, here are the locations in the order in which you find them...

#5: Corporal Ross Dixon. When the dust clears from the train wreck, go through the hole the train made and on the platform to the right, between two metal boxes, is the tag.

#4: Corporal Arthur McDonnel. In the Command Centre (where you input the code 51204791 on the computer) reach the side where the computer is located. If in the box, the tag is to the left of the computer outside. Go to the outside corner of the box, where you can look out over the electric stream, the tag is next to the box – you should see it shining in the light.

#1: Private First Class Hans Grant. After defeating the Freight Elevator boss, the tag is on the treadmill.

#12: Lieutenant Mat Shuggart. After grabbing the parka, go up the ladder next to where you came out. Up there you should see the tag before the bridge.

#11: Second Lieutenant Chris Ditter. After entering the Filtration Plant through the tool shed, make your way to the left, there should be a slope with a little ledge. Climb across that ledge and get to the other platform. Now climb onto the slightly higher platform and under it will be the tag.

#9: Officer Cadet Ed Collate. After getting the dog tag receiver unit, duck under the platform next to the staircase, slice the trip wire and then collect the tag, amongst numerous other goodies.

#6: Sergeant Robert Cameron. Near the wrecked train where you encounter the watchdogs, use the tag receiver unit to obtain the tag.

#7: Sergeant David Murran. Once you come through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should find the tag to the right of the steel crates.

#13: Captain Kurt Gianini. Up the stairs in the train room, there should be a vent where you can look down at the booth area. Once in, take the first right and head to the end. Turn right and you should find the tag right in front of you.

#3: Private First Class Tom Taylor. In the room with the metal tag, which is in the same area as the last two, you should actually find it by the metal tag.

#10: Officer Cadet Lance McLaughlin. After confronting Cindy, you'll find this tag in the corner.

#2: Corporal Filel Sidalis. After Filel dies, go to the side of his corpse and you should be able to grab the tags off his, still warm, body.

#14: Sergeant Roger Grigman. After defeating Roger, the tag should be just before the bridge. Also, be sure to grab his knife as you go!

#15: Major Mike Madigan. After defaeating Roger, go to where the wounded Madigan is located. When the FMV has rolled, his tags will be next to the elevator.

#8: First Sergeant Ken Reschner. In the area with the ice camo car. the tag is in the corner

LIBERTY CALLS

GRAND THEFT AUTO 3

BOOYAH! STREET CHEATS TO GET YOU FORWARDS. FAST.

To activate these cheats, enter them during the game. Any time you fancy too.

Get The Tank
○x6, R1, L2, L1, △, ○, △

Get The Dodo Car
→, R2, ○, R1, L2, ↓, L1, R1

Lower Wanted Level
R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓

Higher Wanted Level
R2, R2, L1, R2, ←, →, ←, →, ←

All Weapons
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Armour
R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑

More Money
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Destroy All Cars
L2, R2, L1, R1, L2, R2, △, □, ○, △, L2, ←

Better Driving Skills
R1, L1, R2, L1, ←, R1, R1, △

Increased Gore
□, L1, ○, D, L1, R1, △, →, L1, ✕

Fog
L1, L2, R1, R2, R2, R1, L2, ✕

Overcast Skies
L1, L2, R1, R2, R2, R2, R1, L2, □

Rain
L1, L2, R1, R2, R2, R1, L2, ○

Normal Weather
L1, L2, R1, R2, R2, R1, L2, △

Speed Up Time
○x3, □x5, L1, △, ○, △

Different Costume
→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →

Pedestrian Riot
↓, ↑, ←, ↑, ✕, R1, R2, L2, L1

Pedestrians Attack
↓, ↑, ←, ↑, ✕, R1, R2, L1, L2

Pedestrians Crazy
R2, R1, △, ✕, L2, L1, ↑, ↓

EXTREME-G 3

UNLIMITED SHIELDS

Pause the game at any time and press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED TURBO

At the Main Menu, press L1 + R1, L2 + R2, L1 + R1, L2 + R2. If the code has worked then a message will appear to confirm.

UNLIMITED SHIELDS AND TURBOS

At the Main Menu, press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

UNLIMITED AMMO

At the team selection screen, press L2, R2, L1, R1, L2 + R2, L1 + R1. If the code has worked then a message will confirm and you will have infinite ammo in One or Two Player Modes.

ALL TRACKS

At the main menu, press L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2. If the code has worked then a message will confirm and every track will be available to race on.

ALWAYS WIN XG CAREER MODE RACES

At the Main Menu, press R2 + L2 + R1 + L1, R2 + L2, R1 + R2, R2 + R1 + L2 + L1. If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although it must be typed in again before each race.

DOUBLE PRIZE MONEY

At the main menu, press L1 + L2, R2 + R1, R1 + R2, L2 + L1.

START WITH EXTRA MONEY

Begin a new career, select a driver and press L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2. Your career will now get off to an improved financial start.

EXTREME LAP CHALLENGE

At the Main Menu, press L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2. If the code has worked then a message will confirm.

STARCOM TEAM

At the main menu, press L1, L2, R2, R1, R1, R2, L2, L1. If the code has worked then a message will confirm. But you knew that already.

GET A QUICK START

To get a jump start when you begin a race, hold ↑ during the countdown without pressing accelerate. Then as soon as 'Go' appears, hit the gas and you'll leave 'em standing!

EYETOY PLAY

EXTRA TRACKS

Get a high score on Boogie Down to unlock extra tracks.

EASY WISHI-WASHI

Rather than cleaning the windows using your hands, simply move from side-to-side in front of the camera to get the job done in super quick time, scoring muchos points in the process.

F IS FOR...

FIFA 2003

A couple of unlockables for all you accomplished goal poachers out there...

SEOUL STADIUM

Win the International Cup.

STADE DE FRANCE STADIUM

Win the Club Championship.

FINDING NEMO

Enter the following codes at the New Game/Load Game/Play Trailer screen and press pause at the level select screen to access the cheat options. The word 'Cheat' appears to confirm correct code entry.

OPEN LEVELS

△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, △, ○, △, △

INVINCIBILITY

△, □, □, ○, ○, ○, △, △, □, □, □, ○, ○, ○, ○, □, △, ○, ○, ○, □, ○, △, ○, ○, □, ○, ○, △, ○, □, ○, ○, ○, △

CREDITS

△, □, ○, △, △, □, ○, △, □, ○, △, □, □, ○, △, □, ○, △, □, ○, ○, △, □, ○

REWARD (VIEW ALL MOVIE CLIPS)

△, □, ○, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, ○, □, △

FREEDOM FIGHTERS

Enter the following codes at any time during the game. As well as the relevant weapon, a selection of other items will also appear in the inventory. 'Neat'.

SUBMACHINE GUN

△, ✕, □, ○, △, ↑

HEAVY MACHINE GUN

△, ✕, □, ○, △, ↓

SHOTGUN

△, ✕, □, ○, ○, ↑

SNIPER RIFLE

△, ✕, □, ○, △, →

ROCKET LAUNCHER

△, ✕, □, ○, △, ←

UNLIMITED AMMO

△, ✕, □, ○, ✕, →

MAXIMUM CHARISMA

△, ✕, □, ○, ✕, ↓

FREEKSTYLE

To enter any of the following codes, choose Options from the Main Menu and then select Enter Codes. However, to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria on the character/bike selection screens. Still, you get to see what your missing at the very least...

MASTER CODES

Unlock All Characters:
POPULATE
Unlock All Tracks:
TRAKMEET
Unlock All Bikes:
WHEELS
Unlock All Outfits:
YARDSALE
Unlock Everything:
LOKSMITH

TRACK CODES

Unlock Burn It Up:
CARVEROK
Unlock Gnome Sweet Gnome:
CLIPPERS
Unlock Let It Ride:
BLACKJAK
Unlock Rocket Garden:
TODAMOON
Unlock Crash Pad:
WIDEOPEN
Unlock The Burbs:
TUCKELLE

COOL CODES

Acid Racing:
WTCHKPRS
Always Freekout Time:
ALLFREEK
No Bikes:
FLYSOLO

MIKE METZGER CODES

Unlock Ecko MX Outfit:
HELLOOOO
Unlock All Tatted Up Outfit:
BODYART
Unlock Bloodshot Bike:
EYEDROPS
Unlock Rock Of Ages Bike:
BRRRRRAP
Unlock Rhino Rage Bike:
SEVENTWO

BRIAN DEEGAN CODES

Unlock Muscle Bound Outfit:
RIPPED
Unlock Commander Outfit:
SOLDIER
Unlock Mulisha Man Bike:
WHATEVER
Unlock Heavy Metal Bike:
HEDBANGR
Unlock Dominator Bike:
WHOZASKN

LEEANN TWEEDEN CODES

Unlock Fun Lovin' Outfit:
THNKPINK
Unlock Red Hot Outfit:
SPICY
Unlock Hot Stuff Bike:
OVENMITT
Unlock Trend Setter Bike:
STYLIN
Unlock Seducer Bike:
GOODLOOK

STEFY BAU CODES

Unlock Playing Jax Outfit:
KIDSGAME
Unlock UFO Racer Outfit:
INVASION
Unlock Amore Bike:
HEREIAM
Unlock Disco Tech Bike:
SPARKLES
Unlock 211 Bike:
TWONEONE

CLIFFORD ADOPTANTE CODES

Unlock Clifford Adoptante:
COOLDUDE
Unlock Tiki Outfit:
WINGS
Unlock Tankin' It Outfit:
NOSLEEVE
Unlock Gone Tiki Bike:
SUPDUDE
Unlock Island Spirit Bike:
GOFLOBRO

MIKE JONES CODES

Unlock Mike Jones:
TOUGHGUY
Unlock Blue Collar Outfit:
BABYBLUE
Unlock High Roller Outfit:
BOXCARS
Unlock Beater Bike:
KICKBUTT
Unlock Lil' Demon Bike:
HORNS
Unlock Flushed Bike:
PLUNGER

JESSICA PATTERSON CODES

Unlock Jessica Patterson:
BLONDIE
Unlock Warming Up Outfit:
LAYERS

FREESTYLE METAL X

Select Options at the Main Menu and then select Cheats. Enter the following as case-sensitive codes.

All riders and bikes
dudemaster
All bike parts
garageking
All costumes
johnnye
All levels and events
universe
All special stunts
fleximan
Instant $1,000,000
sugardaddy
Complete Gallery
seeall
All songs
hearall
All FMV sequences
watchall

FREQUENCY

CHEAT MODE

Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the Title Screen to activate the Cheat Mode, then enter any of the following codes at any time during play.

Autocatcher
←, →, →, ←, ↑
Bumper
→, ←, →, ←, ↑
Crippler
←, →, ←, →, ↓
Freestyler
←, →, →, ←, ↓
Multiplier
→, ←, ←, →, ↑
Neutralizer
←, →, ←, →, ↑

BONUS SONGS

Successfully complete the game on Expert to unlock Luge Crash by Surgecore. Play that song and complete it to unlock End Of Your World from Robotkid and Intersekt.

FUR FIGHTERS: VIGGO'S REVENGE

SECRET AREA

To find the secret level in the Lower East Quack level, go past the area where you hitch a ride on the subway train and proceed to the end where you'll see a brown fence. Next you need to go to the lower-left side of the fence and turn left to see a Chang transporter. Once you are Chang, go through the hole in the fence and onto the boxes. You will now be transported onto his back as a machine-gun toting flea! Hilarious!

MAXTRIX-STYLE SCENE

In the Lower East Quack level, shoot three baskets in a row on the basketball court without missing. Then

DRIVER TOO

GRAN TURISMO 3: A-SPEC

THE SECRETS YOU DESERVE WITH A MINIMUM AMOUNT OF FUSS. GREAT, EH?

PROFESSIONAL MODE

Select Arcade mode and then highlight the 'Hard' difficulty setting. Now press and hold R1 + L1 and the word will change to 'Professional'. A much more challenging race is assured to push you to the limit.

SELECT AWARDS

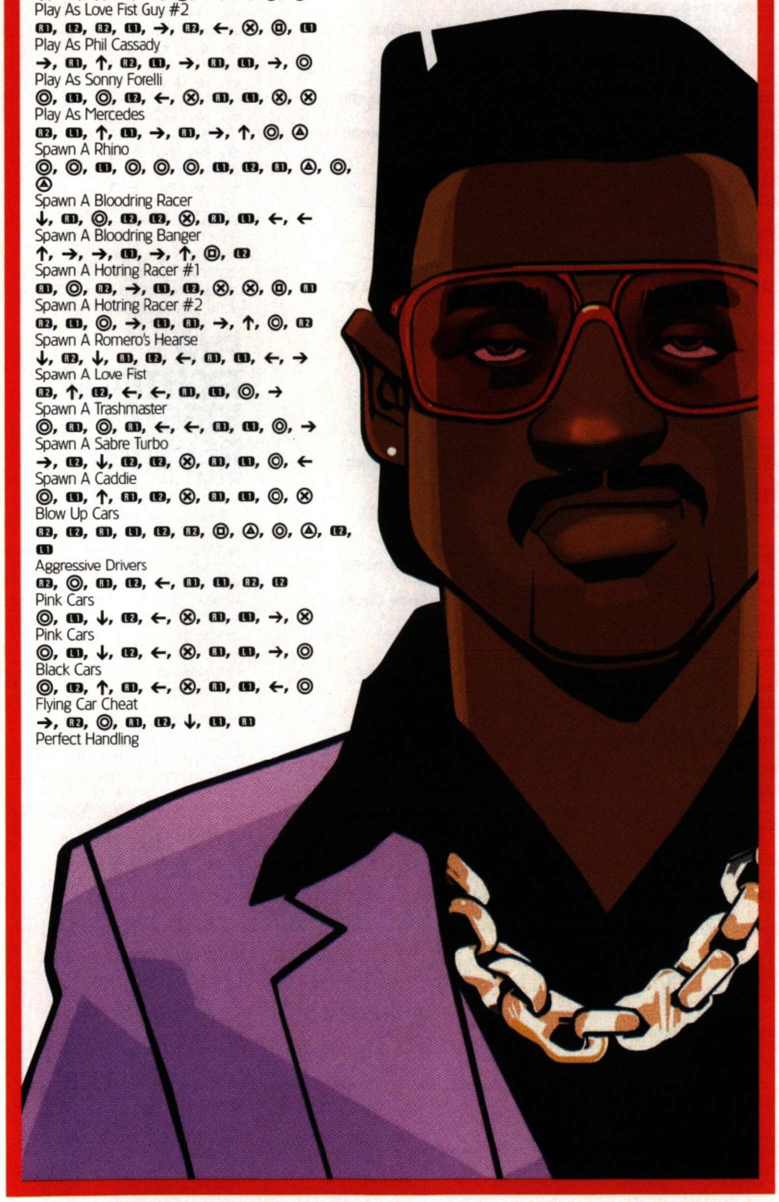
The cars you are awarded for winning a series aren't totally random. If you press ↑, ↓, ← or → when a silhoutted car has a large balck circle flashing underneath then that car will be selected as your next award.

AUTOMATIC CHOICE

GTA: VICE CITY

EVERY CHEAT EVER FOR ONE OF THE BEST GAMES OF ALL TIME...

All Weapons #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
All Weapons #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←
All Weapons #3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓
Full Armour
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑
Full Health
R1, R2, L1, ◎, ←, ↓, →, ↑, ←, ↓, →, ↑
Commit Suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1
Raise Wanted Level
R1, R1, ◎, R2, ←, →, ←, →, ←, →
Lower Wanted Level
R1, R1, ◎, R2, ↑, ↓, ↑, ↓, ↑, ↓
Ladies Man (certain women follow you)
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
Change Clothes
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →
Play As Ricardo diaz
L1, L2, R1, R2, ↓, L1, R2, L2
Play As Lance Vance
◎, L2, ←, ⊗, R1, L1, ⊗, L1
Play As Candy Suxxx
◎, R2, ↓, R1, ←, →, R1, L1, ⊗, L2
Play As Ken Rosenberg
→, L1, ↑, L2, L1, →, R1, L1, ⊗, R1
Play As Hilary King
R1, ◎, R2, L1, →, R1, L1, ⊗, R2
Play As Love Fist Guy #1
↓, L1, ↓, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Love Fist Guy #2
R1, L2, R2, L1, →, R2, ←, ⊗, ⊡, L1
Play As Phil Cassady
→, R1, ↑, R2, L1, →, R1, L1, →, ◎
Play As Sonny Forelli
◎, L1, ◎, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Mercedes
R2, L1, ↑, L1, →, R1, →, ↑, ◎, △
Spawn A Rhino
◎, ◎, L1, ◎, ◎, ◎, L1, L2, R1, △, ◎, △
Spawn A Bloodring Racer
↓, R1, ◎, L2, L2, ⊗, R1, L1, ←, ←
Spawn A Bloodring Banger
↑, →, →, L1, →, ↑, ⊡, L2
Spawn A Hotring Racer #1
R1, ◎, R2, →, L1, L2, ⊗, ⊗, ⊡, R1
Spawn A Hotring Racer #2
R2, L1, ◎, →, L1, R1, →, ↑, ◎, R2
Spawn A Romero's Hearse
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →
Spawn A Love Fist
R2, ↑, L2, ←, ←, R1, L1, ◎, →
Spawn A Trashmaster
◎, R1, ◎, R1, ←, ←, R1, L1, ◎, →
Spawn A Sabre Turbo
→, L2, ↓, L2, L2, ⊗, R1, L1, ◎, ←
Spawn A Caddie
◎, L1, ↑, R1, L2, ⊗, R1, L1, ◎, ⊗
Blow Up Cars
R2, L2, R1, L1, L2, R2, ⊡, △, ◎, △, L2, L1
Aggressive Drivers
R2, ◎, R1, L2, ←, R1, L1, R2, L2
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ◎
Black Cars
◎, L2, ↑, R1, ←, ⊗, R1, L1, ←, ◎
Flying Car Cheat
→, R2, ◎, R1, L2, ↓, L1, R1
Perfect Handling
△, R1, R1, ←, R1, L1, R2, L1
cars float on water
→, R2, ◎, R1, L2, ⊡, R1, R2
change wheel size
R1, ⊗, △, →, R2, ⊡, ↑, ↓, ⊡
Sunny Weather
R2, ⊗, L1, L1, L2, L2, L2, ↓
Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, △
Very Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, ⊡
Stormy Weather
R2, ⊗, L1, L1, L2, L2, L2, ◎
Foggy Weather
R2, ⊗, L1, L1, L2, L2, L2, ⊗
Speed Up Time
◎, ◎, L1, ⊡, L1, ⊡, ⊡, ⊡, L1, △, ◎, △
Slow Down Time
△, ↑, →, ↓, ⊡, R2, R1
Pedestrians Riot
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1
You won't be able to turn this off once it's on.
Pedestrians Hate You
↓, ↑, ↑, ↑, ⊗, R2, R1, L2, L2
You won't be able to turn this off once it's on.
women with guns
→, L1, ◎, L2, ←, ⊗, R1, L1, L1, ⊗
tommy groupies
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
display media level meter
R2, ◎, ↑, L1, →, R1, →, ↑, ⊡, △



press START to view the new scene.

FUTURAMA

All the codes below need to be entered during gameplay with L1 and L2 held down together.

LEVEL CODES

PLANET EXPRESS
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ↑, SELECT

SEWERS
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, →, SELECT

SUBWAY
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ↓, SELECT

OLD NEW YORK
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ←, SELECT

RED LIGHT DISTRICT
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, △, SELECT

UPTOWN
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ◎, SELECT

NEW NEW YORK
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ⊗, SELECT

MINE
↓, ⊡, △, ↓, ⊡, △ ⊡, △, →,

MINE TUNNEL
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ↓, SELECT

JUNKYARD 1
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ←, SELECT

JUNKYARD 2
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, △, SELECT

JUNKYARD 3
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ◎, SELECT

MARKET SQUARE
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ↑, SELECT

LEFT WING
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, →, SELECT

RIGHT WING
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ↓, SELECT

TEMPLE COURTYARD
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ←, SELECT

INNER TEMPLE
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, △, SELECT

BOGAD'S SWAMP
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ←, ↑, SELECT

MOM'S HQ BENDER
↓, ⊡, △, ↓, ⊡, △, ⊡, △, △, ↑, SELECT

MOM'S HQ LEELA
↓, ⊡, △, ↓, ⊡, △, ⊡, △, △, →, SELECT

MOM'S HQ FRY
↓, ⊡, △, ↓, ⊡, △ ⊡, △, △, ↓, SELECT

G IS FOR...

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊡, △. You will hear a sound to confirm correct entry.

FULL LASER SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎. You will hear a sound to confirm correct entry of the cheat.

CUBE ATTACK (GRADIUS III)

Get to Stage 9 to unlock Cube Attack in Extra Mode.

FIRST GRADIUS STAGE (GRADIUS III)

Let the Stage 10 boss hit you with a shot and the first Gradius Stage will be unlocked in Extra Mode.

EXTRA EDIT MODE (GRADIUS III)

Either play the game for ten hours or complete it to unlock Extra Edit Mode.

BOSS RUSH MODE (GRADIUS IV)

Complete the game to unlock this mode.

STAGE SELECT (GRADIUS IV)

Finish the game without the aid of any continues to unlock this mode.

THE GREAT ESCAPE

LEVEL SELECT

At the Main Menu input: L2, ⊡, L2, ◎, R1, ◎, L1, L2, ◎, ⊡

This unlocks two new options; The Greatest Escape, which allows you to select the stage, and Level Select, which allows you to choose the difficulty setting.

ALL FMV SEQUENCES

At the Main Menu input: L1, ⊡, ◎, ◎, R1, ⊡, ⊡, ◎, L1, R1

UNLIMITED AMMO AND HEALTH

Pause the game with a Gun and a Health Kit in your inventory, then press: ◎, L2, R1, L1, ◎, ⊡, L1, R1, L1, R1

GT CONCEPT

JAPANESE MOVIE

Once all the Normal Level stages have been completed, the Japanese opening movie of *GT Concept* can be viewed by selecting the left-hand prize on the Game Status screen.

TOYOTA POD RACE

Once a good portion of the game has been completed and you unlock the Toyota Pod car by winning on Tahiti Maze II, you unlock the Pod race as well. You can enter via the Status Screen. Frankly it's a bit dull, though.

VIEW END CREDITS

Once 100% of the game has been racked up, the end credits will roll – again allowing you to sit back well satisfied. To show off to your mates, the credits can be viewed at any time by selecting the second prize from the left on the Game Status screen.

EXTRA CREDITS FOR GT3 A-SPEC

Once all the Normal Level stages have been completed, players can add 10 million credits to their *GT3 A-Spec* game data. To transfer the money, select the second prize from the right on the Game Status screen and follow the on-screen instructions.

ACE LEVEL

Once all the Professional Level stages have been completed, you will be told how to open the Ace Level difficulty setting. Go to the Level Selection screen and hold down L1 and R1. You can unlock the Ace Level difficulty setting by executing this procedure at any time. Be warned – it sure ain't easy!

GUN GRIFFON BLAZE

UNLOCK TYPE-9

Earn 13 medals.

UNLOCK TYPE-13

Earn 41 medals.

UNLOCK JAGDPANTHER

Earn 25 medals or six million points

H IS FOR...

HALF-LIFE

Invincibility
←, ⊡, ↑, △, →, ◎, ↓, ⊗
Unlimited ammo
⊗, ←, ◎, ↓, ⊗, ←, ◎
Slow motion
→, ⊡, ↑, △, →, ⊡, ↑, △
Invisibility
←, ⊡, →, ⊡, ←, ⊡, →, ⊡
Alien mode
↑, △, ↑, △, ↑, △, ↑, △
Low gravity
↑, △, ↓, ⊗, ↑, △, ↓, ⊗

HARRY POTTER AND THE CHAMBER OF SECRETS

On the second day of school, go to the Quidditch practice and complete the training with a 'B' rank or better. For this you'll get the Nimbus 2000 flying broomstick which enables you to fly anywhere around the school during the day. A very handy addition indeed...

HAVEN: CALL OF THE KING

Haven knows how its taken us so long to uncover this gem!

To refill your health bar at any time during play, simply press R2, L2, R1, ◎, △, L2, ⊗, ⊡ and, as if by magic, it will top itself up.

HEADHUNTER

STAR LOCKER

Better all of Hank Redwood's records for the VR Tests to open the Star Locker in the LEILA Offices and collect all the goodies inside.

HOT WHEELS VELOCITY X

Sadly no quick-fix codes for this pacey racer yet, but there are plenty of cool extras to unlock by completing the game the hard way. Here's what lies tucked away at the chequered flag.

All cars
Hit 11 Bonus Stunt items while completing Challenge Eight.
All worlds
Find the Hidden Key while completing Challenge 18.
All gadgets
Hit at least 30 Barrels while completing Challenge Seven.
Upgraded laser
Complete Challenge 18 on the very hard difficulty setting.
Unlimited ammunition
Hit at least 50 Barrels while completing Challenge 18.
Unlimited health
Hit at least 179 Barrels while completing Challenge 17.
Unlimited turbo
Collect 8 Zappers while completing Challenge Four.
Timer speed
Intentionally hit at least 60 Barrels while completing Challenge 12.

HULK

Choose 'Code Input' from the Options Menu and enter any of the following codes. Select 'Cheats' from the 'Special Features' Menu to toggle the cheats on/off.

Invulnerability
GMMSKIN
Regenerator
FLSHWND
Full Rage Meter
ANGMNGT
Unlimited Continues
GRNCHTR
Double Hulk's
HPHLTHDSE
Double All Enemies
HPBRNGITN
Half All Enemies HP
MMMYHLP
Wicked Punch
FSTOFRY
Puzzle Solved
BRCESTN
Reset High Score
NMBTHIH
Unlock All Levels
TRUBLVR

The following codes must be entered at a Universal Terminal during game play.

Hulk Transformed Movie Art
SANFRAN
Hulk Vs. Hulk Dogs Movie Art
PITBULL
Desert Battle Movie Art
FIFTEEN
On The Movie Set Movie Art
NANOMED

HUNTER: THE WAYWARD RECKONING WAYWARD

Nightmare Mode
Complete the game
Devin
Defeat Devin in the Prison area
Carpenter
Complete Nightmare Mode
Enable Cheats/Nephrack Trophy
Defeat Nephrack
Max Health Code/Pit Fighter Trophy
Complete the Downtown level using only the starting melee weapon
Max Ammo Code/Gun Trophy
Complete the Downtown level using only the starting ranged weapon
Monster Spawn Code/Werewolf Trophy
Defeat the Werewolf boss
Improve Edges Code/Witch Trophy
Defeat the Witch boss
Super Melee Damage Code/Machine Trophy
Defeat the Machine boss
Hard Monsters Code/Team-up Trophy
Complete the game in co-operative mode
All Weapons Code/Looter Trophy
Collect all silver pieces
Infinite Health Code/Warrior Trophy
Defeat all Midtown level enemies
Unlimited Ammo Code/Rogue Hunter Trophy
Defeat the Rogue Hunter
No Conviction for Edges Code/Life Saver Trophy
Save all the innocents in the Prison Hospital Lower Level
Chaingun Trophy
Find all the Chaingun pieces
Grenade Launcher Trophy
Find all the Grenade Launcher pieces
Deserter Trophy
Leave too many innocents in the Prison Hospital Lower Level

CHEAT CODES
By unlocking a trophy you are awarded a cheat code. The codes can be input at the Cheat Menu once the Nephrack Trophy has been acquired. Here are all the codes.

Enable Cheats
◎, △, ⊗, L1, L1, ←, ←
Max Health
△, △, ◎, ◎, ⊡, L1, ⊡, R1
Max Ammo
→, →, →, →, ↑, ↓, ↑, ↓
Monster Spawn
⊡, ⊡, ◎, ◎, △, L1, L1, ↓
Improve Edges
L1, L1, ◎, ◎, ↓, ↓, ↑, ↓
Increase Melee Damage
↓, ↓, R1, R1, ↑, ⊗, ↑, ◎
Harder Monsters
⊡, ⊡, △, ⊡, L2, L2, ↑, ↓
All Weapons
⊡, ⊗, ◎, ⊗, ↑, ↓, ↑, ↓
Infinite Health
→, →, →, ⊗, ↑, △, ↑, ⊡
Unlimited Ammo
⊗, △, ◎, ⊡, △, ↑, ↓, ↓
No Conviction for Edges
L2, ↑, ⊗, ↑, ⊡, ⊡, ↓, ↓

UNLOCKING MODELS
By using the entertainment system in the game's hub room, players can view, rotate and, er, view a selection of character models. Here's how to unlock them all if you are into a spot of voyeurism.

Model	**How to unlock**
Emma	Rescue Emma
Joshua	Rescue Joshua
Le Roi	Rescue Le Roi
Devin	Defeat Devin
Werewolf	Defeat
Werewolf boss	Machine
Defeat	Machine boss
Witch	Defeat Witch boss
Nephrack	Defeat Nephcrack
Carpenter	Complete Nightmare mode
Rot Hand	Kill 25 Rot Hands
Rot	Kill 199 Rots
Prison Guard Rot	Kill 20 Prison Guard Rots
Flame-thrower Rot	Kill 8
Flame-thrower Rots	Gargoyle
Kill 10 Gargoyles	Hanged Spirit
Kill 7 Hanged Spirits	Mourner
Kill 40 Mourners	Aileron
Kill 75 Ailerons	Cultist
Kill 20 Cultists	War Ghoul
Kill 2 War Ghouls	Machine Monster
Kill 20 Machine	Monsters
Samantha	Unlock 8 models
Father Esteban	Unlock 12 models
Kassandra	Unlock 18 models

I IS FOR...

INDIANA JONES AND THE EMPEROR'S TOMB

UNLOCK GALLERY
Collect every Relic or Artefact in the game (there are 30 in total – three on every chapter) to unlock a Gallery option at the Main Menu. The Gallery contains a selection of Indy related artwork, from character designs to conceptual level art.

DROP AND LIVE
When accidentally falling from heights that would hurt or even kill you, press R1 just before you land. You will then go straight into a combat stance and only suffer minor damage or maybe even none at all.

INTERNATIONAL SUPERSTAR SOCCER

UNLOCK HIDDEN TEAMS
On the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎ and two All-Star teams will be unlocked.

J IS FOR...

JAK & DAXTER II

JAK'S GOATEE
Collect 5 orbs.

MIRROR WORLD
Collect 15 orbs.

BIG HEAD MODE
Collect 30 orbs.

SMALL HEAD MODE
Collect 45 orbs.

SCRAP BOOK
Collect 55 orbs.

SCENE PLAYER
Act 1
Collect 65 orbs.

VULCAN FURY COURSE
Collect 75 orbs.

SCENE PLAYER
Act 2
Collect 95 orbs.

PEACE MAKER GUN COURSE
Collect 105 orbs.

SCENE PLAYER
Act 3
Collect 125 orbs.

REVERSE RACES
Collect 135 orbs.

LEVEL SELECT
Collect 145 orbs.

UNLIMITED AMMO
Collect 155 orbs.

UNLIMITED
Dark Jak
Collect 165 orbs.

INVULNERABILITY
Collect 175 orbs.

HERO MODE
Collect 200 orbs. When this cheat is activated, start a new game to begin with all four morph guns attachments and alternate secrets.

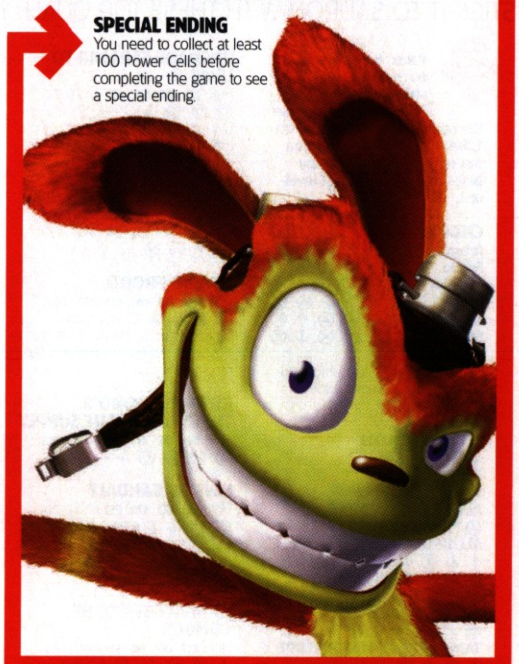
ALTERNATE
scrap book
Collect 200 orbs.

SHAKE AND DAX

JAK & DAXTER

THE EASY WAY TO SEEK OUT THAT VERY SPECIAL ALTERNATIVE ENDING...

SPECIAL ENDING
You need to collect at least 100 Power Cells before completing the game to see a special ending.



K IS FOR...

KENGO: LEGACY OF THE BLADE

Get straight to the point and make yourself aware of these sharp secrets!

ALTERNATE STAGES
Choose to play Versus Mode, then hold SELECT when choosing a stage at the selection screen. Only certain stages have an alternate version available.

ALTERNATE MUSASHI ATTACK
Choose to play Versus Mode, then hold SELECT when choosing Musashi at the character selection screen to unlock a two sword attack..

KENGO: MASTER OF BUSHIDO

PLAY AS A STUDENT
Press and hold R1 + R2 + L1 + L2 when selecting a character to play as a student. Doing this trick when selecting different characters will result in different dojos and students becoming available to you.

UNLOCK HIDDEN CHARACTERS
Defeat all of the opposing dojos in Single Player Mode to unlock all of the hidden Dojo Masters in the Versus and Tournament Modes. You'll be glad that you did when you get to fight as them!

CONFUSE OPPONENT
During Versus Mode, repeatedly press ⊗ + ◎ to confuse your opponent into thinking you're about to attack when you aren't.

KESSEN

PLAY AS THE WEST
Successfully complete the game as the East to play the game through again as the West.

UNLOCK BATTLE MODE
Successfully complete the game as the East and the West and a new option will be unlocked that allows you to choose your battle.

KINGDOM HEARTS

ALTERNATE ENDING SEQUENCE
Successfully complete the game with all Keyholes locked (including The Book Of Pooh), 99 Dalmatians rescued, the Hades Cup won and the Ultima Weapon to view the game's true ending sequence.

HIDDEN TRAILER
Wait until the credits have finished rolling to view an epilogue of what happens to Sora, Donald and Goofy after the worlds come back. After that, there is a 'Special Secret' which seems to be a hidden trailer for a sequel.

SELECT OPPONENT
When you defeat Sephiroth, a new option ('Select Opponent') in the Hades Cup will open. This lets you select an opponent to fight with a lot of experience points.

EXPERT MODE
At the beginning of the game when asked to choose the difficulty setting, select 'Difficult.' Then when you are in the room with the sword, staff and shield, choose the sword. This is

GUNDAMENTAL

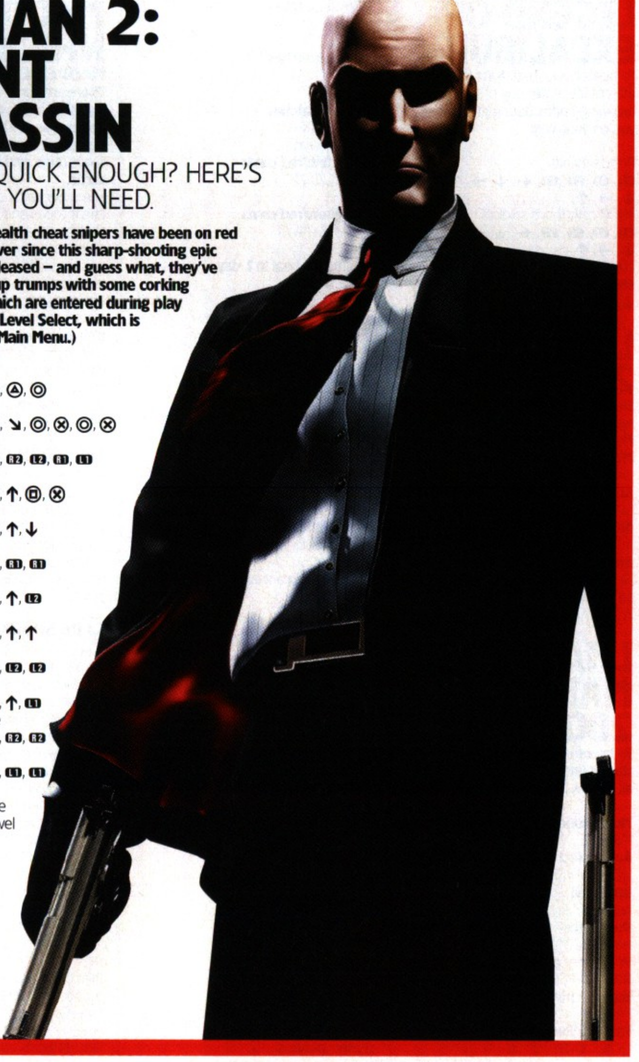
HITMAN 2: SILENT ASSASSIN

CAN'T KILL QUICK ENOUGH? HERE'S THE CHEATS YOU'LL NEED.

Our stealth cheat snipers have been on red alert ever since this sharp-shooting epic was released – and guess what, they've come up trumps with some corking codes, all of which are entered during play (except for the Level Select, which is entered at the Main Menu.)

Level select
R2, L2, ↑, ↓, ⊡, △, ◎
Level skip*
R2, L2, ↑, ↓, ⊗, ↘, ◎, ⊗, ◎, ⊗
God mode
R2, L2, ↑, ↓, ⊗, R2, L2, R1, L1
All weapons
R2, L2, ↑, ↓, ⊗, ↑, ⊡, ⊗
Full heal
R2, L2, ↑, ↓, ⊗, ↑, ↓
Lethal charge
R2, L2, ↑, ↓, ⊗, R1, R1
Slow motion
R2, L2, ↑, ↓, ⊗, ↑, L2
Punch mode
R2, L2, ↑, ↓, ⊗, ↑, ↑
Toggle gravity
R2, L2, ↑, ↓, ⊗, L2, L2
Bomb mode
R2, L2, ↑, ↓, ⊗, ↑, L1
Megaforce mode
R2, L2, ↑, ↓, ⊗, R2, R2
Nailgun mode
R2, L2, ↑, ↓, ⊗, L1, L1

* Enable this code after starting a level



RING STING

THE LORD OF THE RINGS: THE RETURN OF THE KING

STICK IT TO SAURON WITH THESE TOP QUALITY CODES...

Pause the game, hold L1 + L2 + R1 + R2 and enter any of the following codes to give the relevant character an extra 1,000 experience points. You can enter the code as many times as you like for fast level-ups.

CHARACTER	CODE
Aragorn	↑, □, △, ×
Frodo	△, ×, ↓, ×
Gandalf	○, △, ↑, ↓
Gimli	○, ○, △, ×
Legolas	×, △, ↑, ×
Sam	△, ×, ↓, ×

Just like the last game, once you finish ROTK, you unlock special cheat codes.

RESTORE HEALTH
□, □, ○, ○
PERFECT MODE
○, ↓, △, ×
ALWAYS DEVASTATING
△, ↑, △, ↓
ALL UPGRADES
↑, ↓, △, □
INFINITE MISSILES
□, □, ↓, ○
INVULNERABLE
□, ○, □, ↑
TARGETING INDICATOR MODE
↓, ○, ↑, □

Pause the game and enter the codes for the desired effect.

UPGRADE ARAGORN TO LEVEL 8

Hold down L1, L2, R1, R2 and then press ↑, □, △, ↑.

ARAGORN THREE-HIT COMBOS

Hold down L1, L2, R1, R2 and press □, ↓, ○, ↑. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN FOUR-HIT COMBOS

Hold down L1, L2, R1, R2 and press ↑, □, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN'S SPECIAL ABILITIES

Hold down L1, L2, R1, R2 and press ↓, ○, △, △. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE ARAGORN'S ARROW SUPPLY

Hold down L1, L2, R1, R2 and then press △, □, □, △.

FARAMIR GAINS 1K EXP POINTS

To get Faramir 1,000 big ones, hold L1, L2, R1, R2 and then press □, △, ↑, □.

UPGRADE FARAMIR TO LEVEL 8

Hold L1, L2, R1, R2 and press ○, ○, ○, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FARAMIR'S ARROW SUPPLY

Hold L1, L2, R1, R2 and press △, ↑, ×, ×. Just the job.

LEVEL 8 FRODO

Hold L1, L2, R1, R2 and press ○, ○, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FRODO'S THROWING BLADE SUPPLY

Hold L1, L2, R1, R2 and press △, △, △, ○. A-blade-zing.

LEVEL 8 GANDALF

Hold L1, L2, R1, R2 and press ○, □, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF THREE-HIT COMBOS

Hold L1, L2, R1, R2 and press ↓, ×, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF'S SPECIAL ABILITIES

Hold L1, L2, R1, R2 and press ↑, ↓, △, ○. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE GANDALF'S MAGIC MISSILE SUPPLY

Hold down L1, L2, R1, R2 and then press △, ↓, ×, □.

LEVEL 8 GIMLI

Hold L1, L2, R1, R2 and press ×, ○, ↓, □. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE GIMLI'S THROWING AXE SUPPLY

Hold down L1, L2, R1, R2 and then press ○, ○, ○, ×.

LEVEL 8 LEGOLAS

Hold L1, L2, R1, R2 and press □, ↑, ↑, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

LEGOLAS' SPECIAL ABILITIES

Hold L1, L2, R1, R2 and press △, ○, ×, ○. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE LEGOLAS' ARROW SUPPLY

Hold down L1, L2, R1, R2 and then press △, △, △, ↓.

MERRY GAINS 1K EXP POINTS

Hold down L1, L2, R1, R2 and then press ↓, ↓, □, ×.

LEVEL 8 MERRY

Hold L1, L2, R1, R2 and press ↓, △, ×, □. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE MERRY'S THROWING BLADE SUPPLY

Hold down L1, L2, R1, R2 and then press □, ○, ○, △.

PIPPIN GAINS 1K EXP POINTS

Hold down L1, L2, R1, R2 and then press △, ×, □, ×.

LEVEL 8 PIPPIN

Hold L1, L2, R1, R2 and press □, ↑, ↑, ○. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE PIPPIN'S THROWING BLADE SUPPLY

Hold down L1, L2, R1, R2 and then press ↑, ○, ↓, □.

LEVEL 8 SAM

Hold L1, L2, R1, R2 and press ○, ○, △, △. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE SAM'S THROWING BLADE SUPPLY

Hold down L1, L2, R1, R2 and then press ×, ×, ○, ×.

UNLOCK FARAMIR

Begin a game as any character, pause, hold L1, L2, R1, R2 and press ×, ×, △, △. Faramir will now be unlocked at the character select screen.

UNLOCK FRODO

Begin a game as any character, pause, then hold L1, L2, R1, R2 and press △, ○, ○, ○. Frodo will now be unlocked at the character select screen.

UNLOCK MERRY

Begin a game as any character, pause, then hold L1, L2, R1, R2 and press ×, ↓, ↓, ×. Merry will now be unlocked at the character select screen.

UNLOCK PIPPIN

Hold L1, L2, R1, R2 and press △, ○, □, ↓. Pippin will now be unlocked at the character select screen.

considered 'expert' mode.

L IS FOR...

LEGACY OF KAIN: BLOOD OMEN 2

CHEAT DEATH

Press L1, R1, L2, R2, □, ○, △ at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armour, which should help out.

DRAW WEAPON DURING A JUMP ATTACK

During your jump attack, hold L2 then select 'Berserk'. Release L2 and then hold R1. Kain should now draw his weapon and hit any nearby enemies with it – it comes in very handy.

LEGACY OF

KAIN: SOUL REAVER 2

BONUS MATERIALS

At the Main Menu press ←, △, →, △, ↓, ○, ×. If the code has worked you'll start the game with all of the bonus materials unlocked. If you access one of the menus whilst entering this code, simply try again.

LEGACY OF

KAIN: DEFIANCE

Pause the game and enter any of the following cheats.

INVINCIBILITY

↑, ↓, →, ↓, R1, R2, ↓, △, L1

MAX STATS

←, →, ←, →, R1, L1, ○, △, ↓

ALL POWER-UPS

←, ←, ↑, ↑, L1, R2, ○, ↓, △

ALL COMBOS

→, ↓, ↑, ↓, ↓, R1, △, ○, ↓

INFINITE REAVER CHARGE

↓, ↓, ↑, ←, R1, R2, ↓, △, ○

UNLOCK DARK CHRONICLES

R1, ↓, R2, L1, →, R2 △, ↓, L1

UNLOCK BONUSES

R2, ↓, L2, R1, ←, L2, ↓, L1, △

CARTOON KAIN

↑, ↓, ↑, ↓, R1, R2, ↓, ○, △

WIREFRAME MODE

L1, ↓, L1, ↑, R1, L2, L1, ↓, △

REMOVE TEXTURES

L1, ↓, R2, →, R2, ↑ △, L1, ↓

LEGENDS OF WRESTLING

At the Main Menu, enter this code to unlock every wrestler that the game has to offer: ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, □.

LEGION: THE LEGEND OF EXCALIBUR

To bolster your battalions and live an eternal life, enter any of the following codes during play to help you on your way.

Restore health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑,
1000 of Arthur's soldiers
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
1000 of Gwenevere's soldiers
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

LE MANS 24 HOURS

Enter the following codes as a racer's name in Championship Mode and then return to the Main Menu to activate the cheat.

All tracks
SPEEDY
All cars
ACO
All Championships
NUMBAT
Le Mans Mode
WOMBAT

LMA MANAGER 2002

To become an instant 'Fergie', simply enter these cheat codes as names...

More money
MINTED
Auto-select tactics
NO BRAINER
90% skill
AWESOME
Run faster
HYPERACTIVE
Win every game
RUN OF FORM
Buy any player
FANTASY
Fast stadium construction
QUICK DRY
Quick healing
HEALING HANDS
Blind referee
MUST BE BLIND

LMA MANAGER 2003

The codes for this game are matched to the unique user ID of each game which will vary. The following codes will only work with games that have the same user ID. To get a new user ID, keep starting a new game or if you want to keep the same one, make sure you have an LMA Manager 2003 saved game and follow these steps: First start a game with a memory card in slot one. Get to the name entry screen. Get the cheat codes for that user ID and make a note of them. Then, enter the codes one at a time as your name. After activating the desired codes, progress to the main game. As soon as it loads, save your game. This will now also keep your unique ID. If you ever need or want to start a new game, as long as you do not delete the saved game (just overwrite it), you will have the same unique id for whatever team you pick and you won't have to get a new set of cheat codes. Got that? Okay, enter the following as manager names. We have included the ID code where we know it...

Start with £500,000,000
LMA2003A
ID: Unknown
Low gravity
LMA2003B
ID: Unknown
Win all matches
LMA3DJEMWR
ID: 1791
Win all matches
LMA3JCXSLP
ID: 2321
Win all matches
LMA3CZIREA
ID: Unknown
No yellow/red cards
LMA3CZISLP
ID: 1791
No yellow/red cards
LMA3FZYMWR
ID: 2321
All injuries heal in 1 day
LMA3LUBYHY
ID: 1791
All injuries heal in 1 day
LMA3SHHHWL
ID: 2321
All injuries heal in 1 day
LMA3ZUPRKV
ID: Unknown
Build stands in 1 day
LMA3TLHXCJ
ID: 1791
Build stands in 1 day
LMA3RWMYZF
ID: 2321
Build stands in 1 day
LMA3UYRDLS
ID: Unknown
All players are free
LMA3MVQVRU
ID: 1791
All players are free
LMA3LWHHHS
ID: 2321
All players are free
LMA3HKAFLG
ID: Unknown
Players never age
LMA3LSDBBR
ID: 1791
Players never age
LMA3LJFUXH
ID: 2321
Players never age
LMA3TYKCAF
ID: Unknown
Player morale max
LMA3MMMGYP
ID: 1791
Super coaching
LMA3LJLREA
ID: 1791
Super coaching
LMA3PVARKV
ID: Unknown
Faster players
LMA3OKTOOY
ID: Unknown

THE LORD OF THE RINGS: THE TWO TOWERS

To enter these codes, pause the game at any time, hold L1 + L2 + R1 + R2 and then press the following buttons...

Restore health
△, ↓, ×, ↑
Restore ammo
×, ↓, △, ↑
Add 1000 exp
×, ↓, ↓, ↓
Level 2 skills
○, →, ○, →
Level 3 skills
△, ↑, △, ↑
Level 4 skills
□, ←, □, ←
Level 5 Skills
×, ×, ↓, ↓
Invincibility*
△, □, ×, ○
Unlimited missile weapons*
□, ○, ×, △
Devastating attacks*
□, □, ○, ○
All combo upgrades*
△, ○, △, ○
Small enemies*
△, △, ×, ×
Slow motion*
△, ○, ×, □

* The game must be completed first before these codes can be enabled.

M IS FOR...

MADDEN NFL 2001

MADDEN CARDS

There are three different values of cards: Gold (four), Silver (two) and Bronze (one). The cards each serve one use, except for stadium cards, team cards and historial player cards.

The other cards are for unlocking cheat codes and boosting player stats. Gold cards last for an entire half, Silver cards for a single quarter and Bronze cards a single play. These cards are purchased with Madden tokens, which are earned by accomplishing certain feats in the game. The are five levels of feats to acheive and you get more tokens for acheiving them on a harder difficulty level. To get these Madden cards, make sure that 'Madden Cards' are enabled in the Options Menu or on the Profile Select Screen.

THE 297TH CARD

If you collect all 296 cards, the 297th will be John Madden himself. The value of this card is 2500 points and you can sell this card and buy a new entire pack – which also contains the 297th card! Sell and buy as many times as you want and get a stack of points.

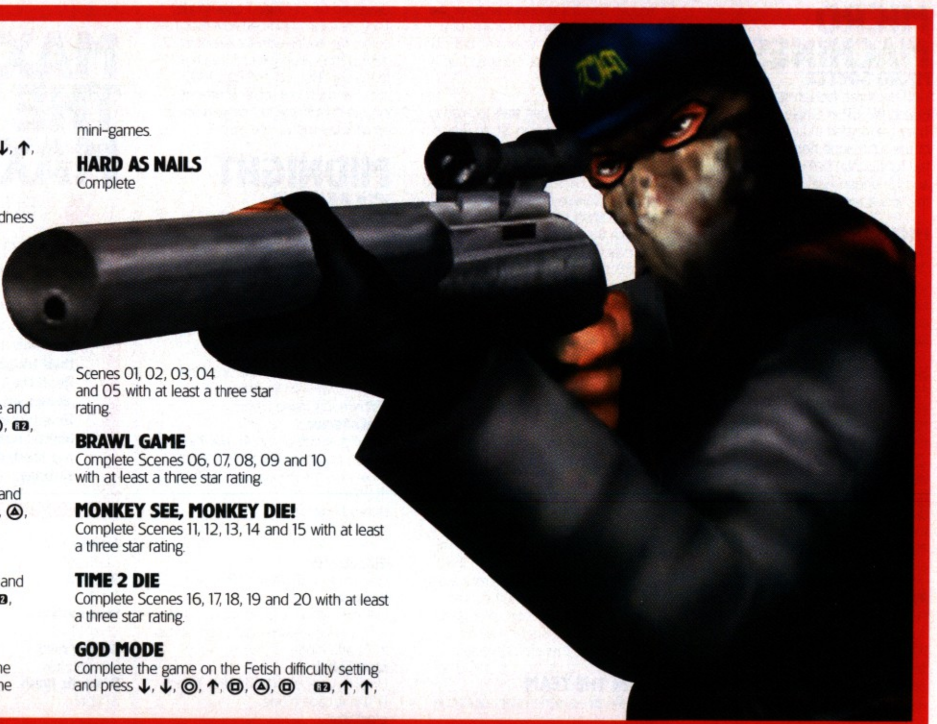
CARD SHARK

You can get all of the cards without playing more than a few games. All you have to do is make two user accounts – one you plan on keeping and another just to use. Play one or two games with each created account giving them at least 100 Madden points each. Save each one and reset your PS2. When you restart, open your Madden cards screen and buy at least one pack of cards for each account. Then trade all the cards you want from your dummy account to your permanent account. Exit and the game will prompt you to save. Do so and the Save Screen will appear. Only save the permanent account and reset your PS2 again. Buy a pack with the dummy account and trade again then be sure to only save the permanent account and reset your PS2 for a third time. Repeat this process as many times as you need. You should get at least 14 cards each time.

HUNT THEM DOWN

MANHUNT

DEAL OUT HORRIFIC DEATH WITH THESE CHEATS...



UNLOCKABLE CODES
NOTE: The following codes must be unlocked before they can be activated. To unlock the codes you must complete the specific consecutive scenes on the Hardcore difficulty setting with a five star rating. Not easy. Codes can be checked at the Bonus Features screen and once unlocked they can be entered at the Main Menu screen.

RUNNER
Complete Scenes 01 and 02 (Born Again and Doorway Into Hell) and press R2, R2, L1, R2, ←, →, ←, → at the Main Menu.

SILENCE
Complete Scenes 03 and 04 (Road To Ruin and White Trash) and press R1, L1, R2, L1, →, ←, ←, ← at the Main Menu.

REGENERATE
Complete Scenes 05 and 06 (Fueled By Hate and Grounds For Assault) and press R2, →, ◎, R2, L2, ↓, ◎, ← at the Main Menu.

HELIUM HUNTERS
Complete Scenes 07 and 08 (Strapped for Cash and View Of Innocence) and press R1, R1, △, ◎, ⊡, L2, L1, ↓ at the Main Menu.

FULLY EQUIPPED
Complete Scenes 07 and 08 (Drunk Driving and Graveyard Shift) and press R1, R2, L1, L2, ↓, ↑, ←, ↑.

SUPER PUNCH
Complete Scenes 09 and 10 (Mouth Of Madness and Doing Time) and press L1, △, △, △, ◎, ◎, ◎, R1.

RABBIT SKIN
Complete Scenes 11 and 12 (Kill The Rabbit and Divided They Fall) and press ←, R1, R1, △, R1, R1, ⊡, L1 at the Main Menu.

MONKEY SKIN
Complete Scenes 13 and 14 (Press Coverage and Wrong Side Of The Tracks) and press ⊡, ⊡, R2, ↓, △, ⊡, ◎, ↓ at the Main Menu.

INVISIBILITY
Complete Scenes 15 and 16 (Trained To Kill and Border Patrol) and press ⊡, ⊡, ⊡, ↓, ⊡, △, ◎, ↑ at the Main Menu.

PIGGSY SKIN
Complete Scenes 17 and 18 (Key Personnel and Deliverance) and press ↑, ↓, ←, ←, R1, R2, L1, L1.

EXTRA SCENES
Earn at least a three star rating on each of the following sequences of scenes to unlock some mini-games.

HARD AS NAILS
Complete Scenes 01, 02, 03, 04 and 05 with at least a three star rating.

BRAWL GAME
Complete Scenes 06, 07, 08, 09 and 10 with at least a three star rating.

MONKEY SEE, MONKEY DIE!
Complete Scenes 11, 12, 13, 14 and 15 with at least a three star rating.

TIME 2 DIE
Complete Scenes 16, 17, 18, 19 and 20 with at least a three star rating.

GOD MODE
Complete the game on the Fetish difficulty setting and press ↓, ↓, ◎, ↑, ⊡, △, ⊡ R2, ↑, ↑,

ALWAYS WIN COIN TOSS
To always opt to receive the kick-off, press Start before anything appears on the coin toss screen and you'll win every time!

MARK OF KRI

INVINCIBLE RAU

Press ⊡, ◎, ⊗, ⊡, ◎, ⊡, ⊗, ◎, ⊗, ⊡, ◎, ⊗ at the 'Press Start' screen. Now enter the 'Cheats' section at the Sage and the last card will be Invincible Rau. Press ⊗ to activate the code and get hacking away without fear of death.

MORE CODES

Enter the following at the 'Press Start' screen:...

Full health power
⊗, ⊗, ⊗, ⊗, ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎
Unlimited arrows
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ⊡, ⊡, ⊗
Stronger opponents
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ◎, ◎, ⊗

MATT HOFFMAN'S PRO BMX 2

Cor blimey! No sooner had we completed the second instalment of our guide when these brand-new cheat codes were being peddled. They enable you to unlock all the secret characters and plenty more besides! Simply enter them on the Press Start Screen and you'll hear a sound to confirm correct entry.

Unlock Elvis gear
◎, L1, L1, ↑, ↑
Unlock padded gear
◎, △, ←, →, ←, ◎
Unlock Day Smith
△, ↑, ↓, ↑, ↓, ⊡
Unlock Vanessa
△, ↓, ←, ←, ↓, ⊡
Unlock Big Foot
△, →, ↑, →, ↑, ⊡
Unlock Volcano
△, ↑, ↑, ⊗, ↑, ↑, ⊗
Unlock The Mime
△, ←, →, ←, →, ←
Unlock Tiki Battle
L1, L1, ↓, R1, ⊗, L1
Unlock Day Flatland movie
R1, ◎, ←, ←, ⊡, →, →, R1
Unlock Big Ramp movie
R1, ↑, ↓, ←, ⊗, ⊗, ⊗, R1

MAXIMO

GALLERY MODE

If you get kisses from all four of the Sorceresses and then complete the game you will unlock this mode.

MASTERY LEVEL
You need a 100 percent rating on every level to be able to play this special mode.When you get low on lives, armour or keys, use a Save Pool and return to The Boneyard. Play the level until your stocks are replenished and then return from whence you came.To get more fairies from the grave stones in Maximo, find a stone and hit it with a Jumping Sword Attack (press ⊗, ⊗, △), and five fairies will appear instead of the usual two. This makes collecting the 50 fairies required for a red coin much easier.

MAX PAYNE

Make Max's world a brighter place with these cheats...

INFINITE HEALTH
Pause the game during play. Now press L1, L1, L2, L2, R1, R1, R2, R2. You will need to re-enter this cheat at certain points in the game so keep an eye of for when it stops working.

ALL WEAPONS
Pause the game during play. Now press L1, L2, R1, R2, △, ◎, ⊗, ⊡. You will also find yourself in possession of full ammo and eight Painkillers.

LEVEL SELECT
Press Select during play to return to the Main Menu.
Now enter: ↑, ↓, ←, →, ↑, ←, ↓, ◎.
Bear in mind that this cheat only works once you've got past the first Chapter of Part One.

MAX PAYNE 2

UNLOCK EVERYTHING

Start a game and press ⊡,⊡,⊡,⊗,←,→,←,→,⊡,⊡,⊡ ,⊗,←,→,←,→. Now press Start + Select to return to the main menu and select the 'New Game' option. Two new ,difficulty settings; two mini-games (New York Minute and Dead Man Walking) and a level select option (Jump to Chapter) are all unlocked.

MDK2: ARMAGEDDON

INVINCIBILITY

Pause the game at any time, then hold L2 + R2 and press ↑, ↑, ↓, ↓, ←, ←, →, →, ⊡, △, ⊡, △. Then finally hold down y until the pause screen disappears and you will instantly become invincible.

SLOW MOTION MODE
Begin a new game with Max and then hold R2 and press ↑, ↑, ↑, ↑. The action will now be slower.

KURT IN BOXER SHORTS
At the main menu, hold L2 + R2 and press ⊡, ⊡, △, ⊡. Kurt will now appear in the game in only his pants!

MEDAL OF HONOR: FRONTLINE

Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will flash green. Now go to the Bonus section and from here you can toggle the cheats on or off.

Mohton Torpedo	TPDOMOHTON
Silver Bullet:	WHATYOUGET
Bullet Shield:	BULLETZAP
Perfectionist:	URTHEMAN
Invisible Enemy:	WHERERU
Achilles Head:	GLASSJAW
Rubber Grenades:	BOING
Men With Hats:	HABRDASHR
Get Gold Star:	MONKEY
Snipe-O-Rama:	LONGSHOT

We have also hunted down a Master Code that unlocks all missions, cheats and extras in the blink of an eye. Simply go to the 'Passwords' screen in Options and enter DAWOIKS. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Bonus' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press Start and you'll be able to view several behind the scenes shorts. Now you can skip that mission where the nasty Germans have had you pinned down for an eternity and get on with the small feat of liberating Europe single-handed.

MEN IN BLACK 2: ALIEN ESCAPE

Enter any of the following codes on the 'Press Start' screen and the lettering will flash to confirm it has been correctly entered and has been activated.

Invincibility
→, ⊗, R1, △, ↑, L2, ⊗, ←, L1, ◎, ⊗, R2
All weapons
↑, ↓, ⊗, ⊡, R1, △, △, ←, ◎, L1, L1, →
Level select
R2, △, ←, ◎, ⊡, L2, ←, ↑, ⊗, ↓, L2, ⊡
Full bolt
←, →, ↑, ↓, L1, ◎, △, R2, ←, ↓, ⊡, ⊡
Full spread
L2, R1, ◎, L2, ↓, ↑, L1, → ,← , ⊗
Full homing
→, ↑, ⊡, L1, ←, ←, L1, ←, ◎, ←
Full beam
←, ◎, △, →, L1, ⊡, ←, R1, R1, △
Full area effect
←, ⊗, △, ↑, ⊗, ↓, ⊡, L2, ←, R2
No power-up drops
↓, ↑, ⊗, ⊡, ↓, ↑, ⊗, ⊡, L1, L2, ⊡, ◎
Boss mode
R1, △, ↓, ↓, ⊗, L2, ←, ⊡, →, △, R2, L1
Training missions
⊡, ↑, L2, ←, △, ⊗, R2, ◎, →, R1, ⊡, ◎
Agent data
↑, ↓, ◎, R2, ←, L2, →, ⊗, R2, ⊡, ↑, R1
Alien data
⊡, L1, ◎, L2, ↓, △, R1, →, ⊗, ←, R2, △
'Making Of' feature
◎,R2,L2,◎,△,↓,⊡,⊗,→,L1, ⊗,↑

100% GUNISHMENT

MEDAL OF HONOR: RISING SUN

DEFEAT THE YELLOW PERIL WITH THESE CHEATS...

ACHILLES HEAD MODE	MANDARIN
ALWAYS SNIPER MODE	PUFFER
BULLET SHIELD MODE	TANG
PERFECTIONIST MODE	HOGFISH
RUBBER GRENADES MODE	DAMSEL
BIG ARM MODE	SPINEFOOT
HAT MODE	SEAHORSE
SILVER BULLET MODE	TILEFISH
UNLIMITED AMMO	GOBY
UNLOCK ALL MISSIONS	BUTTERFLY
ALL REPLAY ITEMS	GARIBALDI

MICRO MACHINES

MICRO SOCCER

Find the three hidden stars located in Beachside GP in Single Player Mode. They are located (1) to the left outside of the submarine helmet, (2) behind the sand castle before the beach ball and (3) underneath the first jump at the very beginning.

MICRO MARBLE

Find the three hidden stars located in 911: Emergency GP. (1) at the first sewerage drain to the right at the start, (2) among the group of boxes close to the start, and (3) behind a wall after going down a flight of stairs.

BIG HEADS

Find the three hidden stars located in This Ol' House GP in Single Player Mode. They are located (1) behind the jack-in-the-box close to the start, (2) in a bon-bon located on the wooden planks above where it's possible to see the man taking a bath down below, and (3) in a pipe that is located directly after the big spider – the star should be to the right straight after you go through the pipe.

MIRROR TRACKS

Find the three hidden stars located in Toy Town Sci Fi GP in Single Player Mode. They are located (1) after the first teleport go left, there should be one located on underneath a pipe and next to a cup, (2) after going through the first teleport, another star is located to the right on a arm of a chair, and (3) a star is located behind a pillar to the right of the speed up.

CONCEPT ART

Find the three hidden stars located in Jungle Jamboree GP in Single Player Mode. They are located (1) behind the first jump, (2) after passing the first check point do a 90° left turn and go in the square hole that is covered in fire (a short cut), and after going through the short cut go ahead a bit more, and (3) the last one should be visible behind a broken statue head.

COLOUR TINT

Find the three hidden stars located in Hoedown GP in Single Player Mode. They are located (1) in the first party popper after going up the conveyer belt, (2) underneath the tapping foot of the woman with hairy legs, and (3) at the end of driving the hay bails road drop down slowly and land on the hay bail – below that is another star.

BIRD'S EYE

Find the three hidden stars located in Perilous Places GP in Single Player Mode. They are located (1) behind the grenade immediately after the moving piston, (2) in a lava rock along the lava path, and (3) at the three quarters point of the lap, after going up a hill where there red barrels are around, go to the left for the star.

EARN THE TEAM

Find the three hidden stars located in Graveyard GP in Single Player Mode. They are located (1) behind a rock just before the bridge with the skeleton, (2) destroy the sail on the coffin path next to the sign 'Bob Fat and Bald 1802-1852' and (3) in a secret short-cut located right of the fast forward power-up after the man in the jail cell.

SNAKES ALIVE

METAL GEAR SOLID 2: SUBSTANCE

THE BEST METAL GEAR GAME YET. AND ALL THE SNEAKY THINGS YOU CAN DO IN IT.

Just in time for Easter, a selection of delicious eggs for Snake's sneaky compendoium! Simply complete the game under the following conditions to reap these rewards

PHOTOGRAPH MODE

Complete Bomb Disposal, Hold Up and Eliminate Modes

CASTING THEATRE OPTION

Complete Sons Of Liberty on any difficulty

NINJA RAIDEN

Complete 50% of the VR missions as Raiden

RAIDEN X

Complete 100% of the VR missions as Raiden and Ninja Raiden

PLISKIN

Complete 50% of the VR missions as Snake

TUXEDO SNAKE

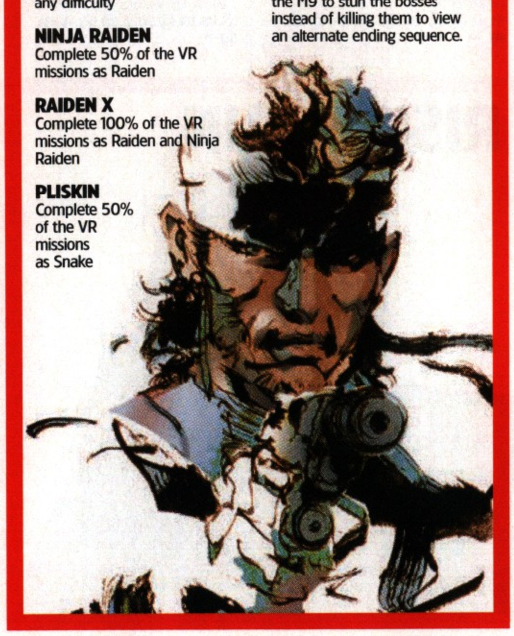
Complete 100% of the VR missions as Pliskin

ORIGINAL SNAKE

Complete 100% of the VR missions as Snake, Pliskin, Tuxedo Snake, Raiden, Ninja Raiden and Raiden X.

ALTERNATE ENDING SEQUENCE

Successfully complete a Snake Tale to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.



MIDNIGHT CLUB 2

To enter any of the codes, select Cheat Codes from the Options Mode Menu. Note: Codes are case sensitive – press L2 to toggle between upper and lower case text when inputting them.

rimbuk
Unlocks everything in Arcade Mode (all cities, all vehicles, weapons, no damage, unlimited nitrous).
theCollector
Unlocks all vehicles in Arcade Mode and all available vehicles in Career mode (i.e. not the cop cars or the SLF450x).
pennyThug
Unlocks all cities and vehicles in Arcade Mode.
Globetrotter
Unlocks all cities in Arcade Mode.
immortal
Unlocks weapons (fired with L3 and R3), no damage and unlimited nitrous in Arcade Mode.
savethekids
Unlocks weapons (fired with L3 and R3) in Arcade Mode.
gladiator
Unlocks no damage in Arcade Mode.
carcrobatics
Enhances 'In-Air' control.

CHANGE DIFFICULTY

Enter any of the following codes to change the difficulty of the game if you want a challenge. Zero is the easiest setting and nine is the toughest.

CODE

howhardcanitbe0
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8

UNLOCK LA COP CAR

Win all the Los Angeles circuit races in Arcade Mode. It cannot be used in Career Mode.

UNLOCK PARIS COP CAR

Win all the Paris circuit races in Arcade Mode. The Paris cop car cannot be used in Career Mode.

UNLOCK TOKYO COP CAR

Win all the Tokyo circuit races in Arcade Mode. The Tokyo cop car cannot be used in Career Mode.

UNLOCK SLF450X

Win all the circuit races in LA, Paris and Tokyo in Arcade Mode. It can't be used in Career Mode.

MINORITY REPORT

Enter one of the following cheats as a passcode.

Level select
PASSKEY
Level skip
QUITER
All combos
NINJA
All weapons
STRAPPED
Max ammo
MRJUAREZ
Max damage
SPINACH
Extra health
BUTTERUP
Free aim
FPSSTYLE
Pain arenas
MAXIMUMHURT
Armour
STEELUP
Rag doll
CLUMSY
Slow motion
SLIZOMIZO
Bouncy men
BOUNZMEN
Dramatic finish
STYLIN

PAYNE-FUL

MAX PAYNE 2: THE FALL OF MAX PAYNE

BULLET TIME KILLING MADE EASY.

EXTRA DIFFICULTY MODES

Complete the game once to unlock the Hard Boiled (enemies always set to their toughest level) and Dead On Arrival (enemies always set to their toughest level and a limited number of saves per level) difficulty settings.

UNLOCK MINI-GAMES

Complete the game once to unlock the New York Minute and Dead Man Walking mini-games.

ALTERNATE ENDING

Complete the game on the Dead On Arrival difficulty setting.

MR MOSKEETO

We don't know what Eidos were thinking with this really rather odd game, but here are some codes that don't suck!

MOTHER MOSQUITO

On the Character Select Screen, hold L1 and press ↑, →, ←, ↓, ⊡, ⊡, R1, R1, R1. If the code has worked you'll hear a shout.

FATHER MOSQUITO

At the Character Select Screen, enable the Mother Mosquito code. Then, hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2. If the code has worked you will hear a shout.

DOCTOR MOSQUITO

At the Character Select Screen hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2

HIDDEN GAME

If you get bored of blood sucking in *Mr Moskeeto*, then we've got the buzz on a brand-new game you can unlock from within. To access it, plug in a second controller and hold START + SELECT on it after turning on the PS2. When the game eventually loads, a new mini-game will have replaced the mosquito madness in which two players battle it out to ram each other off a cliff using bicycles. Yes, it is as odd as it sounds! You can push ⊡ to move forward, ⊗ to jump and, when your power meter is full, you can also press △ to unleash a super charge attack. Another way to access this game is to hold L2 and continuously rotate the Right analogue stick clockwise at the title screen, but however you access it, you'll wish you hadn't! Fun for aproximately one minute!

MUSIC 3000

EXTRA SKIN 1

SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →

EXTRA SKIN 2

SELECT, ←, ←, →, →, ←, ←, →, →, ←, ←, →, →

EXTRA SKIN 3

SELECT, ←, ←, ←, →, →, →, ←, ←, ←, →, →, →

EXTRA SKIN 4

SELECT, ←, ←, ←, ←, →, →, →, →, ←, ←, ←, ←

FREE SONG

SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →

N IS FOR...

NBA HOOPZ

Go to the Vs Option and enter these codes just before the game begins and you'll be treated to some out of the ordinary court action:

Infinite turbo
⊡, ⊡, ⊡, ⊗, ◎, ◎, ↑
No goal tending
⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, ←
Tiny heads
⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ←
No fouls
⊡, ⊡, ⊗, ⊗, ◎, ◎, →
Tiny players
⊡, ⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ←
Granny shots
⊡, ⊗, ⊗, ◎, ←
Beach court
⊗, ⊗, ◎, ◎, ◎, ←
Street court
⊡, ⊡, ⊡, ⊗, ⊗, ←
No hotspots
⊡, ⊡, ⊡, ◎, ↑
Show shot %
⊗, ◎, ↓
Show hotspot
⊡, ⊗, ↓
Big heads
⊡, ⊡, ⊡, →
ABA ball
⊡, ⊗, ◎, →
Midway uniform
◎, ◎, ◎, ◎, →
Home uniform
⊗, ◎, ◎, ◎, ◎, →
Away uniform
⊗, ⊗, ◎, ◎, ◎, ◎, →
Alternate uniform
⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, →

NBA STREET

CHEAT MODE

Enter the following icons as codes to accessed the desired cheat in the main game...

No turbo
Deck/Mic/Mic/Board
Authentic uniforms
Ball/Ball/Deck/ Deck/Up
Casual uniforms
Deck/Deck/Ball/ Ball/Up
ABA Socks
Mic/Mic/Mic/Mic/Up
Tiny players
Mic/Ball/Mic/Ball/Up
Big heads
Mic/Deck/Shoe/ Deck/Up
Tiny heads
Mic/Shoe/Ball/ Shoe/Up
Less blocks
Board/Deck/Shoe/ Board/Up
Less steals
Board/Deck/Mic/ Ball/Up
No player indicators
Mic/Ball/Ball/Mic/Up
No shot indicator
Mic/Board/Shoe/ Mic/Up
No shot clock
Mic/Mic/Ball/ Board/Up
No alley-oops
Board/Mic/Deck/ Shoe/Up
No two-pointers
Board/Board/Ball/ Board/Up
No auto replays
Deck/Shoe/Deck/ Deck/Up
WNBA Ball
Ball/Deck/Shoe/ Ball/Up
EA Big Ball
Ball/Deck/Mic/ Ball/Up
Beach ball
Ball/Deck/Deck/ Shoe/Up
Football
Ball/Shoe/Deck/ Ball/Up
ABA Ball
Ball/Deck/Deck/ Ball/Up
Medicine ball
Ball/Deck/Deck/ Board/Up
NuFX ball
Ball/Deck/Board/ Ball/Up
Volleyball
Ball/Deck/Deck/ Mic/Up
Mega dunking
Board/Ball/Deck/ Ball/Up
No dunks
Board/Ball/Deck/ Shoe/Up
More gamebreakers
Deck/Mic/Board/ Shoe/Up
Less gamebreakers
Deck/Board/Mic/ Shoe/Up
No gamebreakers
Deck/Mic/Mic/ Shoe/Up
Springtime Joe 'The Show'
Deck/Deck/Ball/ Deck/Up
Summertime Joe
Deck/Ball/Ball/ Deck/Up
Athletic Joe
Deck/Shoe/Ball/ Deck/Up
Captain Quicks
Board/Ball/Shoe/ Deck/Up
Explosive rims
Deck/Shoe/Mic/ Ball/Up
Harder distance shots
Shoe/Shoe/Board/ Ball/Up
Easy distance shots
Shoe/Deck/Board/ Ball/Up
Ultimate power
Board/Deck/Deck/ Ball/Up
Mad handles
Board/Shoe/Deck/ Ball/Up
Super swats
Board/Board/Deck/ Ball/Up
Sticky fingers
Board/Mic/Deck/ Ball/Up
Player names
Ball/Deck/Shoe/ Board/Up
No HUD display
Deck/Mic/Deck/ Shoe/Up
Disable all cheats
Deck/Deck/Deck/ Deck/Up

NBA SUPERSTARS

Play the City Challenge and defeat any NBA team to unlock players from their roster.

BIGGS AND BEACON HILL COURT

Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs' team to unlock him as a playable character and the Beacon Hill court.

BONAFIDE AND BROAD STREET COURT

Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him as a playable character and Broad Street as a new court to play on.

DRAKE AND THE YARD COURT

Reach the Region 3 City Challenge. Defeat Drake's team to unlock him and the Yard court.

DJ AND VENICE BEACH COURT

Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him as a playable character and you'll also unlock the Venice Beach court.

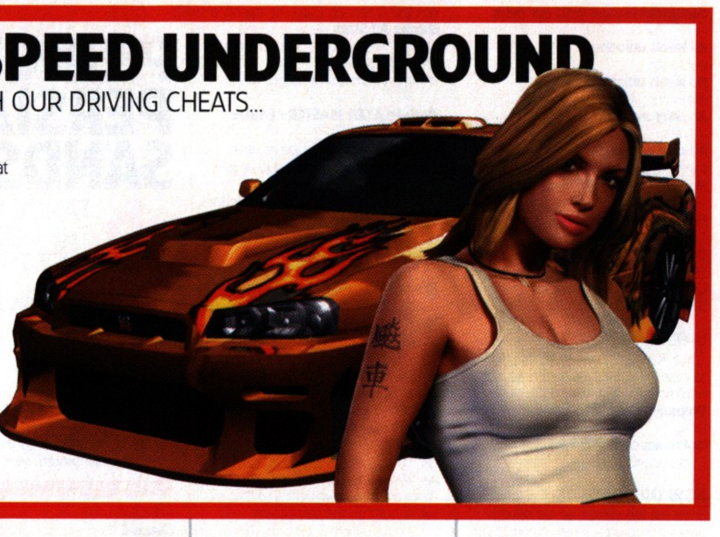
TAKASHI AND YAKATOMNI PLAZA COURT

Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him as a playable character and the Yakatomni Plaza court.

NITRO-PACKED

NEED FOR SPEED UNDERGROUND

GET GO FASTER STRIPES WITH OUR DRIVING CHEATS...



UNLOCK ALL CIRCUIT TRACKS
Press ↓, R1, R1, R1, R2, R2, R2, □ at the Main Menu.

UNLOCK ALL SPRINT TRACKS
Press ↑, R2, R2, R2, R1, ↓, ↓, ↓ at the Main Menu.

UNLOCK ALL DRAG TRACKS
Press →, □, ←, R1, □, L1, L2, R2 at the Main Menu.

UNLOCK ALL DRIFT TRACKS
Press ←, ←, ←, ←, →, R2, R1, L2 at the Main Menu.

ENABLE DRIFT PHYSICS FOR ALL RACES
Press R1, ↑, ↑, ↑, ↓, ↓, ↓, L1 at the Main Menu.

STRETCH AND RUCKER PARK COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him as a playable character and the Rucker Park court.

SSX SNOWBOARDING TEAM
To unlock the hidden SSX team, simply get ten wins in any of the in-game modes.

3LW TEAM
To unlock the hidden 3LW team, simply get 20 wins in any of the in-game modes.

NYC LEGENDS TEAM
To unlock the hidden NYC Legends team, simply get 30 wins in any of the in-game modes.

STREET LEGENDS TEAM
Win the City Circuit to unlock the Street Legends team. This comprises of Biggs, Bonafide, Drake, DJ, Takashi, Stretch and the great 'air' man, Michael Jordan himself!

TEAM DREAM
Win Hold The Court Mode by completing all of the objectives to unlock a hidden team.

NEED FOR SPEED: HOT PURSUIT 2

Get your sweaty mitts on a garage full of hot new motors, simply by entering any of the following codes at the Main Menu. Be warned though, you cannot save any of these ill-gotten beasts.

Aston Martin V12 Vanquish
R2, →, R2, →, △, ←, △, ←
BMW Z8
□, →, □, →, R2, △, R2, △
Chevrolet Corvette Z06
←, R2, ←, R2, L1, R1, L1, R1
Ferrari 360 Spider
R2, □, R2, □, △, L2, △, L2
Ferrari F50
L1, △, L1, △, →, L2, →, L2
Ferrari F550
L1, □, L1, □, →, R1, →, R1
Ford Pursuit Mustang Cobra R
←, □, ←, □, R2, R1, R2, R1
Ford TS50
→, ←, →, ←, R2, □, R2, □
HSV Coupe GTS
L1, L2, L1, L2, R1, △, R1, △
Lamborgini Diablo 6.0 VT
→, R2, →, R2, R1, L1, R1, L1
Lotus Elise
△, R2, △, R2, ←, □, ←, □
McLaren F1
△, L1, △, L1, R1, ←, R1, ←
McLaren F1 LM
□, L1, □, L1, △, →, △, →
Mercedes CLK GT
R2, R1, R2, R1, ←, △, ←, △
Porsche Carrera G
←, →, ←, →, R1, R2, R1, R2

NFL QUARTERBACK CLUB 2002

UNLOCK STEVE YOUNG
Throw in excess of 5,100 yards with any single quarterback in a single season.

UNLOCK TROY AIKMAN
Beat seven of your adversaries in the Quarterback Challenge.

UNLOCK DAN MARINO
Throw in excess of 50 touchdown passes in one season with one quarterback.

UNLOCK BOOMER ESIASON
Throw 15 passes to the same team mate in the same game.

UNLOCK BERNIE KOZAR
Make five scoring passes with the same quarterback in the same match.

UNLOCK JIM EVERETT
Set a new all-time record in the Quarterback Challenge.

UNLOCK JOHN ELWAY
This legend is unlocked by rushing 2,000 yards with a single player in a single season.

UNLOCK JIM KELLY
Attempt at least 20 passes in a game and get a Quarterback rating of 105.

UNLOCK PHIL SIMS
Notch 500 passing yards in a single game.

NHL 200

SUPER DEFENSE
Enter the Create-A-Player screen and enter the names Sandis Ozolinsh, Chris Pronger or Scott Hannan. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER OFFENSE
Enter the Create-A-Player screen and enter the names Peter Forsberg, Jaromir Jagr, Keith Tkachuk, Pavel Bure, Steve Yzerman, Owen Nolan, Rob Blake, Eric Lindros or Nicklas Lidstrom. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER GOALIE
Enter the Create-A-Player screen and enter the names Patrick Roy, Dominik Hasek, Ed Belfour or Olaf Kolzig. Enter 'Yes' to use their ratings and then adjust them accordingly.

NO-ONE LIVES FOREVER

Highlight the 'Load Game' Option at the Main Menu, then hold L3 + R3 and press ✕ to enter the 'Select Mission' screen. From here you can choose any starting point for any mission, including debriefing and training. When you're done, simply press △ to exit.

O IS FOR...

ONIMUSHA 2

UNLOCK EASY MODE
Start a game and die three times in a row. If done correctly, a new easy difficulty setting will become available.

ONIMUSHA WARLORDS

UNLOCK ONI SPIRITS
Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavory enemies and before your energy/timer runs out.

UNLOCK ULTIMATE MODE
If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that has the combined power of your three standard swords and can kill most enemies with a single swipe!

UNLOCK EXTRA COSTUMES
Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press L2 to raise and lower your mask. If you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

GET AN 'S' RANKING
You can't get an Onimusha rank though.

UNLOCK HARD MODE
Complete the game on the Normal difficulty setting.

EASY GOLD AND SOULS
On the path before the Gold Mine, you will be attacked by some of Nobunaga's guards. Kill them and pick up the gold and souls that they drop. You can repeat it.

OBTAINING THE HEALING STONE
If you find yourself with an absolute abundance of gold, buy all the items from the shop in the town. Once you've completed the hefty transaction, talk to the shop keeper again to receive the Healing Stone.

ONI

MASTER CODE
At any time during play, press SELECT. Highlight 'Help' and then press L2, L1, L2, □, ○, □. Although there is no confirmation that the code has worked, you will now be able to enter any of the following sub-codes. The Master code must be re-entered before each new code is entered.

Unlimited ammo
L2, L2, L1, L3
Ballistic ammo
○, ○, ○, R3
One-hit kills
L3, R3, ○, □
Tiny characters
L3, R3, □, ○
Big characters
R3, □, ○, L3
Big heads
START, □, ○, START
Gatling guns
L2, L2, L1, L3
Unlimited Phase Cloak
L1, R3, L2, L3

CHARACTER SELECT
Enable the Master code and then press L2, L2, L2, L2. A sound will confirm correct entry. Keep pressing L2 to cycle through the characters available on the current level, each of which has special moves that are different than Konoko's. This mode is all that remains of the deathmatch mode which was removed prior to the game's release.

HAVING A BALL

PRO EVOLUTION SOCCER 3

THE REAL TEAM NAMES. SNEAKY STAT INCREASING. AND THE CLASSIC TEAMS. HERE NOW.

To Increase/Decrease all player's abilities by five points, select Edit Mode, choose Edit Player and then Enter Number. Input any of the following codes to +/- all player's abilities from the relevant team. Codes can be input multiple times.

INTERNATIONAL TEAMS

TEAM	+ 5	- 5
Austria	1000	2000
Belgium	1001	2001
Bulgaria	1002	2002
Croatia	1003	2003
Czech Republic	1004	2004
Denmark	1005	2005
England	1006	2006
Finland	1007	2007
France	1008	2008
Germany	1009	2009
Greece	1010	2010
Hungary	1011	2011
Ireland	1012	2012
Italy	1013	2013
Netherlands	1014	2014
Northern Ireland	1015	2015
Norway	1016	2016
Poland	1017	2017
Portugal	1018	2018
Romania	1019	2019
Russia	1020	2020
Scotland	1021	2021
Serbia and Montenegro	1022	2022
Slovakia	1023	2023
Slovenia	1024	2024
Spain	1025	2025
Sweden	1026	2026
Switzerland	1027	2027
Turkey	1028	2028
Ukraine	1029	2029
Wales	1030	2030
Cameroon	1031	2031
Egypt	1032	2032
Morocco	1033	2033
Nigeria	1034	2034
Senegal	1035	2035
South Africa	1036	2036
Tunisia	1037	2037
Costa Rica	1038	2038
Jamaica	1039	2039
Mexico	1040	2040
United States	1041	2041
Argentina	1042	2042
Brazil	1043	2043
Chile	1044	2044
Colombia	1045	2045
Ecuador	1046	2046
Paraguay	1047	2047
Peru	1048	2048
Uruguay	1049	2049
China	1050	2050
Iran	1051	2051
Japan	1052	2052
South Korea	1053	2053
Saudi Arabia	1054	2054
Australia	1055	2055
Classic Argentina	1056	2056
Classic Brazil	1057	2057
Classic England	1058	2058
Classic France	1059	2059
Classic Germany	1060	2060
Classic Italy	1061	2061
Classic Netherlands	1062	2062

CLUB TEAMS

TEAM	+ 5	- 5
Bruxelles (Anderlecht)	1063	2063
Prague (Sparta Prague)	1064	2064
North London (Arsenal)	1065	2065
WM Village (Aston Villa)	1066	2066
Lancashire (Blackburn)	1067	2067
West London Blue (Chelsea)	1068	2068
Merseyside Blue (Everton)	1069	2069
West London White (Fulham)	1070	2070
Yorkshire (Leeds United)	1071	2071
Merseyside Red (Liverpool)	1072	2072
Lloyd (Manchester City)	1073	2073
Trad Bricks (Man United)	1074	2074
Tyneside (Newcastle United)	1075	2075
North East London (Spurs)	1076	2076
East London (West Ham)	1077	2077
Azur (Monaco)	1078	2078
Bourgogne (Auxerre)	1079	2079
Aquitaine (Bordeaux)	1080	2080
Rhone (Olympique Lyonnais)	1081	2081
Languedoc (Marseille)	1082	2082
Ile de France (Paris St. Germain)	1083	2083
Nord (RC Lens)	1084	2084
Rhein (Bayer Leverkusen)	1085	2085
Rekordmeister (Bayern Munich)	1086	2086
Westfalen (Borussia Dortmund)	1087	2087
Hanseaten (Hamburg)	1088	2088
Hauptstadt (Hertha Berlin)	1089	2089
Ruhr (Schalke 04)	1090	2090
Weser (Werder Bremen)	1091	2091
Peloponnisos (Olympiakos)	1092	2092
Athenakos (Panathinikos)	1093	2093
AC Milan (AC Milan)	1094	2094
AS Rome (AS Roma)	1095	2095
Emilia Sud (Bologna)	1096	2096
Longobardi (Brescia)	1097	2097
Veneto (Chievo)	1098	2098
Lombardia (Internazionale)	1099	2099
Juventus (Juventus)	1100	2100
Lazio (Lazio)	1101	2101
Parma (Parma)	1102	2102
Umbria (Perugia)	1103	2103
Abruzzi (Udinese)	1104	2104
Museumplein (Ajax)	1105	2105
Feyenoord (Feyenoord)	1106	2106
Stadhuisplein (PSV Eindhoven)	1107	2107
Lisbonera (Benfica)	1108	2108
Puerto (Porto)	1109	2109
Esportiva (Sporting Lisbon)	1110	2110
Valdai (Spartak Moscow)	1111	2111
Old Firm Green (Celtic)	1112	2112
Old Firm Blue (Rangers)	1113	2113
Manzanares (Athletico Madrid)	1114	2114
Guadalquivir (Real Betis)	1115	2115
Galicia Sur (Celta Vigo)	1116	2116
Galicia Norte (Deportivo La Coruna)	1117	2117
Cataluna (Barcelona)	1118	2118
Chamartin (Real Madrid)	1119	2119
Donosti (Real Sociedad)	1120	2120
Naranja (Valencia)	1121	2121
Constantinahce (Fenerbahce)	1122	2122
Byzantinobul (Galatasary)	1123	2123
Marmara (Dynamo Kiev)	1124	2124
PES United	1125	2125
WE United	1126	2126
Other (Freelance Players)	1127	2127

MASTER CODE

TEAM	+ 5	- 5
All teams	1999	2999

TOP 5 TELEVISION DETECTIVES

Box-based investigators you'll never forget. Erm, unless you already have.

1. CRACKER
Murder. Rape. Kidnapping. Football violence. Cults. And that's the funny bits. Relentless depression as XXXL psychologist Eddie 'Fitz' Fitzgerald tries to get inside criminal minds and inside flame-haired colleague DS Penhaligon's M&S briefs. Sadly only lasted for two years and a crap Christmas 1996 special where they inexplicably went to Hong Kong.

2. COLUMBO
Raincoat-wearing mumbler solves puzzling crimes with the use of one eye and the phrase, "... and just one more thing". Annoys suspects into submission. Job done. Case closed.

3. TAGGART
Violent Scottish drama with Taggart giving it old fashioned style to perps by punching them right in throat.

4. BURNSIDE
This *Bill* spin-off harks back to the good old days of *The Sweeney* with cries of "slag!", "shut it!" and "what are you, some kind of pooftah?" All credit to actor Chris Ellison who managed to nick himself a 500k a year contract for simply scowling constantly every week for an hour.

5. BERGERAC
Channel Islands copper keeps scum off the streets. Despite the fact that Jersey is only four miles wide, has no proper roads and any old twonk knows there's never been a murder.

Anyone that's played a Resident Evil game will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls. As time isn't important, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly masacre them. The more souls you absorb, the better the chances of getting the top ranking are!

P IS FOR...

PARAPPA THE RAPPER 2

DIFFERENT HATS
Blue Hat
Complete the game once
Pink Hat
Complete the game twice
Yellow Hat
Complete the game thrice

RECORD SHOP
Put your yellow hat on, complete the game, and you will now have access to the Record Shop, where you can body pop to the music of your choice until all of your limbs begin to ache.

POLAROID PETE

BONUS LEVELS
Play the Fairground level and take a photograph of the elephant trunk that pops out of the tent behind the train to unlock a hidden bonus level. Then, take a photograph of the roller coaster while it's doing a loop to unlock another hidden bonus level.

PRISONER OF WAR

Enter the following codes as case-sensitive passwords to help you on your way as you make your very own great escape with our help:

All levels unlocked
ger1eng5
No levels unlocked
defaultm
All daily events
alltimes
All core events
coretimes
No core events except current
farleymydog
First person view
Boston
Overhead view
Foxy
Unlimited money or rocks
Dino

UNKNOWN CODES
The following codes can be inputted as case-sensitive passwords , we just have no idea what they do.
Unknown code #1
Dt
Unknown code #2
TogsavecanO

NEW OPTIONS
Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game...

Change guard size
Size
Muffin
Change guard awareness
Awareness
Quincy
Cannot be shot
Defiance
Defiance

PRO EVOLUTION SOCCER

There's loads of teams to unlock in PES and here's how you do it:

Classic Holland
Win the European Cup with Holland
Classic Germany
Win the European Cup with Germany
Classic Europe
Win the European Cup
Classic Brazil
Win the American Cup with Brazil
Classic Argentina
Win the American Cup with Argentina
Europe All Stars
Win the International Cup with France
World All Stars
Win the International League

TWO-PLAYER MASTER LEAGUE CO-OP
Unbeknown to many (and us until recently) there is a method to enable two players to participate in a co-operative Master League season in the definitive PS2 footie game. Here's how... When the game has loaded, proceed to 'Match Mode', using controller one only, and select 'Club Teams'. Now, still using controller one, select controller two as the 'Away Team', then press △ to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the △ button to go back to the Main Menu. Now load up a Master League save (this trick doesn't work if you attempt to start a new league) and then at the set up screen, where you can choose your squad prior to the game starting, select 'Cont. Options'. Move controller two across so that you're both on the same team.

PRO EVOLUTION SOCCER 2

Here are all the hidden extras in PES2 and how to unlock them.

Classic Argentina
win the South American Cup with Argentina.

Classic Brazil
win the South American cup with Brazil.

Classic England
win the European Cup with England.

Classic France
win the European Cup with France.

Classic Germany
win the European Cup with Germany.

Classic Netherlands
win the European Cup with Netherlands.

Classic Italy
win the European Cup with Italy.

European All Stars
win the International Cup with anyone.

World All Stars
win the International League with anyone.

Acheive a Fantastic rating in each training discipline to unlock out of contract star players for use in the Master League.

Win Master League Division One to unlock more players.

PRIMAL

Hold L1 + L2 + R1 + R2 for about five seconds at the Main Menu, Bonus Materials Menu, or Options Menu to display the code entry screen. Highlight one of the 'A' letters in a code, then hold ⊗ and press ← or → to change it. Press ⊡ to accept the completed code. Press △ to exit the code entry screen.

Invulnerability
DEMONISE
Solum scenes
SNOWFLIGHT
Aquis scenes
CHARYBDIS
Aetha scenes
FLINTLOCK
Volca scenes
SUNSTONE
Tarot Gallery
ARCANUM
Easy Kill
MORTIFIC
Bonus A
SEABREEZE
Bonus B
AURORA
Bonus C
PSYCHOSIS
Bonus D
MIRRORY
Bonus E
ASCENDENT

PRINCELY

PRINCE OF PERSIA: THE SANDS OF TIME

FANCY TAKING A TRIP BACK TO THE OLD SCHOOL? HERE WE HAVE JUST THE TICKET.

UNLOCK CLASSIC PRINCE OF PERSIA MINI-GAME
Complete the game once.

SECRET LEVEL
Start a new game, but don't move from the balcony where you begin. Press and hold L3 and press ⊗, ⊡, △, ◎, △, ⊗, ⊡, ◎. You will now enter a secret level, which is a 3D version of the first level from the original *Prince Of Persia*. However, the level hasn't been completed, so it cannot be, er, completed.

PROJECT ZERO

TRUE ENDING
Only by completing the game on the Nightmare difficulty setting can you view the true ending. And that means that you must start from the beginning and not use the Chapter Selection Option (see below) to start on 1st Night, 2nd Night, 3rd Night, or Final Night. If you start from either of these Nights, you'll not see the true ending when you complete the game. So there. What is the 'true' ending? Well, that would be spoiling things!

UNLOCKABLE EXTRAS
By completing the game on various difficulty settings, you'll unlock the following new features...

Feature	Mode	Setting
Battle Mode	Story	Any
Nightmare Mode	Battle	Any
Chapter Selection	Story	Any
Nightmare Ghost List	Story	Any
New Costumes	Story	Any
Sound Test	Story	Any
Special Function	Story	Any

Q IS FOR...

QUAKE III REVOLUTION

LEVEL SKIP
At any point during a game, hold R1 + R2 + L1 + SELECT and press ⊗, ◎, ⊡, △, ⊗, ◎, ⊡ and △. If it's been entered correctly, you'll hear a sound and automatically win the match.

R IS FOR...

RAYMAN M

A feast of cheats for the armless hero!

ALL CHARACTERS
Enter PUPPETS as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL LEVELS
Enter ALLRAYMANM as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL BATTLE LEVELS
Enter ALLFISH as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

ALL RACE LEVELS
Enter ALLTRIBES as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct entry.

ALL SKINS
Enter CARNIVAL as a name, then press L2 + ◎ + ⊡ to enter it. A sound will confirm correct code entry.

RAYMAN REVOLUTION

UNLOCK CHEATS MENU
In the game, go to any map except for the first and enter the Options menu. Now select the Sound menu, highlight 'Mute', hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If entered correctly, a new Cheat menu will appear.

UNLOCK MULTIPLAYER MAPS
Go to the first map and enter the Options screen. Select Language, then Voices and highlight the 'Raymanian' voice. Hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If done correctly, three new multiplayer maps will be unocked.

BABY SOCCER NAMES
Check out the hidden Baby Soccer multiplayer game (see above cheat to find out how to unlock it) hold L1 + R1 and press L2, R2, L2, R2, L2, R2. The name'll appear above heads.

READY 2 RUMBLE BOXING: ROUND 2

MASTER CODE
At the Character Select Screen, press ←, →, ←, ←, →, ↑, ↓, R1, R1, R1, R1, R1, R2. If the cheat has worked then all characters and cheats will be unlocked, saving you hours.

EXTRA CHEATS
Enter the following codes on the Character Select Screen for the desired effect...

All characters
←, ←, →, R2, ←, →, →, R1x2, R2
Championship costumes
←, ↓, →, →, ↑, R1, R2, R1x20, R2
Holiday costumes
←x2 ↓, →, ↑, R1x8, R2, R1x4, R2
All training
←, ↓, ↑, ↓, ↑, R1x20, R2
New Year's Day secrets
→, ↑, ↓, ↓, ↓, R1, R2
Valentine's Day secrets
→, ↑, ↓, ↓, ↓, R1x2, R2
St Patrick's Day secrets
→, ↑, ↓, ↓, ↓, R1x3, R2
Easter secrets
→, ↑, ↓, ↓, ↓, R1x4, R2
Independence Day secrets
→, ↑, ↓, ↓, ↓, R1x5,R2
Halloween secrets
→, ↑, ↓, ↓, ↓, R1x6, R2

GUNNERY

RATCHET & CLANK

GET IT ALL WITH OUR HANDY GAME-CRACKERS...

Insomniac puts fellow platform producers, Naughty Dog, to shame with this collection of complete-it-first-then-piss-around codes. After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

BIG HEAD MODE FOR RATCHET
Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

BIG HEAD MODE FOR CLANK
Press Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

BIG HEAD MODE FOR ENEMIES
Press Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

BIG HEAD MODE FOR NPCS
Press Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike.

TEMPORARY INVINCIBILITY WHENEVER HEALTH IS FULL
Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue Ball us collected.

MIRRORED LEVELS
Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2), Double Jump, Flip Right (x2), Double Jump, Full Second Crouch.

TRIPPY CONTRAILS
Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

Thanksgiving secrets
→, ↑, ↓, ↓, ↓, R1x7, R2
Christmas secrets
→, ↑, ↓, ↓, ↓, R1x8, R2
Thin boxers
→, →, ↑, ↓, →, R1, R2
Fat boxers
→, →, ↑, ↓, →, R1x2, R2
Faster speed
→, →, ↑, ↓, →, R1x4, R2
Zombie boxers
←, ↑, →, ↓, R1x2, R2
Big gloves
←, →, ↑, ↓, R1, R2

EXTRA CAMERA ANGLES

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the code has worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

VIEW ENDING SEQUENCE

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the cheat has worked then you'll hear a sound to confirm.

FULL RUMBLE METER (LEVEL ONE)

Pause the game at any time and press R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1.

FULL RUMBLE METER (LEVEL TWO)

Pause the game at any time and press R1, R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1, R2.

FULL RUMBLE METER (LEVEL THREE)

Pause the game at any time and press R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

UNLOCK FREAK E. DEKE AND MICHAEL JACKSON

At the Character Selection Screen, press R1x13, R2, R1x10, R2. If the code has worked you'll hear a sound and these two characters will instantly appear on the character select screen.

UNLOCK HIDDEN CHARACTERS

To unlock each of the hidden characters manually, you must complete Arcade Mode a certain number of times. Here's all of the secret characters and the number of times you must complete the game to access them...

Character	Xs complete
Freak E. Deke	1
Michael Jackson	2
G. C. Thunder	3
Wild 'Stubby' Corley	4
Shaquille O'Neal	5
Freedom Brock	6
Rocket Samchay	7
Robox Rese-4	8
Bill Clinton	9
Hillary Clinton	10

UNLOCK RUMBLEMAN

To unlock the best character in the game, you must complete Arcade Mode with every character, including the hidden ones and then complete the game once more in Hard Mode.

PS2 DATE COSTUMES

By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes for some of the characters. Here's those all-important dates...

Costume	Date
Joey T's baby suit	01/01/01
Ref's leprechaun suit	17/03/01
Lulu's kinky lovers suit	14/02/01
Mama Tua's bunny suit	23/04/01
G. C. Thunder's Uncle Sam suit	04/07/01
J. R. Flurry's skeleton suit	31/10/01
Selene Strike's elf suit	25/12/01
Rumbleman's snowman suit	25/12/01
Thanksgiving ring	23/11/00

REDCARD

UNLOCK EVERYTHING

To instantly unlock everything in the game, enter BIGTANK as your profile name.

UNLOCK APES TEAM

To unlock the Apes team, conquer the African continent and beat them in World Conquest mode. You will also unlock the Victoria Falls stadium.

UNLOCK DOLPHINS TEAM

To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest mode. You will also unlock the Nautilus Stadium.

UNLOCK SWAT TEAM

To unlock the SWAT team, conquer the North American continent and beat them in World Conquest mode.

UNLOCK SAMURAI TEAM

To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest mode. You will also unlock the Youhi Gardens stadium as well for you to play in.

UNLOCK FINALS MODE

To unlock Finals Mode, complete all matches in World Conquest Mode. A new tornament lies in wait to see if you really are a master.

RED FACTION

To get 100% accuracy with any gun in Red Faction, hold ↑ on the d-pad when you shoot – your bullets will always hit their target.

RED FACTION II

The first game contained no cheats whatsoever – at least not any we found – so it seems Volition is making it up to all you code junkies by cramming a shed-load into this explosive sequel. To enter them, simply go to the 'Cheats' screen in the main Options Menu and get tapping.

Unlock all cheats
⊡, ◎, △, ◎, ⊡, ⊗, △, ⊗
Unlock all options
△, △, ⊗, ⊗, ⊡, ◎, ⊡, ◎
Level select
◎, ⊡, ⊗, △, ⊡, ◎, ⊗, ⊗
Super health
⊗, ⊗, ⊡, △, ⊡, △, ◎
Unlimited ammo
⊡, △, ⊗, ◎, ⊡, ◎, ⊗, △
Unlimited grenades
◎, ⊗, ◎, ⊡, ⊗, ◎, ⊗, ◎
Rapid rails
◎, ⊡, ◎, ⊡, ⊗, ⊗, △, △
Bouncy grenades
◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎
Gibby explosions
△, ◎, ⊗, ⊡, △, ◎, ⊗, ⊡
Gibby bullets
◎, ◎, ◎, ◎, △, ⊗, ◎, ◎
Instagib ammunition
⊗, ⊗, ⊗, ⊗, ⊡, ◎, ⊗, ⊗
Director's cut
⊡, ⊗, ◎, △, ◎, ⊗, ⊡, △
Walking dead
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗
Wacky deaths
△, △, △, △, △, △, △, △
Rain of fire
⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡, ⊡

REIGN OF FIRE

LEVEL SELECT

At the Main Menu, press ↑, ←, ◎, ◎, ←, ←, ⊡, ↓, ↑, ◎ to be able to instantly access any level in the game.

IN-GAME CHEATS

Enter any of the following codes during play...

LEVEL SKIP

⊡, △, ←, ↓, →, △, →, ↑, ⊗

INVINCIBILITY

⊗, △, →, ←, ◎, ↑, ↓, ↓, →, ◎, ◎

EXTRA DAMAGE

⊗, △, →, ↑, →, △, ◎, →

BURN EVERYTHING

⊡, △, ←, ↓, ⊡, ◎

GOAT MODE

△, →, ←, ←, ◎, △, ⊡, →, ↑

RESIDENT EVIL CODE: VERONICA X

UNLOCK BATTLE MODE

Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

UNLOCK STEVE BURNSIDE IN BATTLE MODE

Get the Gold Lugar replica from the basement office on disc two. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

UNLOCK ALBERT WESKER IN BATTLE MODE

Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finish Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs.

UNLOCK ALTERNATE CLAIRE IN BATTLE MODE

Perform well with the original Claire and get the best ranking to unlock her alter-ego.

UNLOCK ALTERNATE CHRIS IN BATTLE MODE

Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

UNLOCK LINEAR LAUNCHER IN BATTLE MODE

Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It's one meaty piece of hardware!

RESIDENT EVIL: DEAD AIM

UNLOCK FONGLING

Complete the game with any rank and start a new game with your completed game data. You will be given the option to play as Fongling. Playing as this new character makes no difference to the gameplay.

REZ

AREA 5

Notch up a 100% rating for Areas 1-4 to unlock this new level.

LOST AREA

Either complete Area 5 or play for over five hours to unlock this.

TRANCEMISSION

Rank top in the Lost Area to unlock this.

BONUS SCORE ATTACK AREAS

These are unlocked by completing Score Attack Mode.

BONUS BEAM TYPES

Complete a combination of Areas in Score Attack Mode. Every five times this is done a new beam type is unlocked.

NEAR VIEW

Get first place in two areas in Score Attack Mode to unlock this new view.

FAR VIEW

Rank first in three areas in Score Attack Mode.

DYNAMIC VIEW

Rank top in four areas in Score Attack Mode.

FIRST-PERSON VIEW

Get first place in five area in Score Attack Mode to unlock this new view.

ZERO FORM & SECOND FORM PLAYER SKIN

Get a 100% rating in any area.

THIRD FORM PLAYER SKIN

Get a ranking of 100% in any two areas or play for over six hours.

FOURTH FORM PLAYER SKIN

Get a 100% ranking in any three areas or play for over seven hours.

FIFTH FORM PLAYER SKIN

Get a 100% ranking in any four areas or play for over eight hours.

FINAL FORM PLAYER SKIN

Get a 100% ranking in any five areas or play for over nine hours.

MOROLIEN PLAYER SKIN

Get a 100% ranking for every area or play for over ten hours.

BOSS RUSH MODE

Get a 95% ranking in areas 1-5.

IMMORTALITY MODE

Finish the Direct Assault – Trance option in the Beyond Mode Menu.

OVER DRIVE INFINITY:

Rank first in Boss Rush Mode to unlock this bonus extra.

UNLOCK LASERS

To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers!

RIDGE RACER V

HUD DISPLEY

Whilst racing, press and hold SELECT until a box appears in the middle of the screen that shows the amount of pressure being applied to each button. These is also handy as a cornering tool.

UNLOCK DUEL MODE

Finish first in lap and overall times in each of the standard Time Attack GPs to unlock Duel Mode. In this mode, you must race against secret cars which are awarded to you if you beat them.

UNLOCK 99 TRIAL MODE

First things first, you must win the Standard GP mode to unlock all of the reverse tracks. When these are unlocked, you will have to painstakingly race through them all and beat the lap times set by the CPU. Acheive this and 99 Trial Mode will be unlocked. This gruelling race is set over 99 laps of the Sunny Beach course and takes about one and a half hours to complete – not counting tea breaks! Your reward for doing so is a single trophy and a new option that allows you to select your car number. Hmm... Lucky we told you now rather than later.

UNLOCK PAC-MAN MODE

Every time you race, the total distance covered in that race will be added onto an overall figure which is displayed in the top-right corner of the screen before you race. When this total distance exceeds 3000km, you'll unlock Pac-Man mode. In this mode you race as Pac-Man in his little red Namco convertable against four ghosts on mopeds. If you win this race

SILENT BUT VIOLENT

SILENT HILL 3

BE KING OF THE HILL WITH OUR HANDY HINTS. AND CHEATS.

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

costume	code
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU

Press L1, R1, L2 and R2 together at the Main Menu to unlock Extra Options.

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SEMI-NAKED DOUGLAS

Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press ↑, ↑, ↓, ↓, ←, →, ←, →, ◎, ⊗. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS

Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER

When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. It will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinite ammo sub-machine gun, go left after escaping through the toilet window.

BEST... CHEATS... EVER

THE SIMPSONS: HIT AND RUN

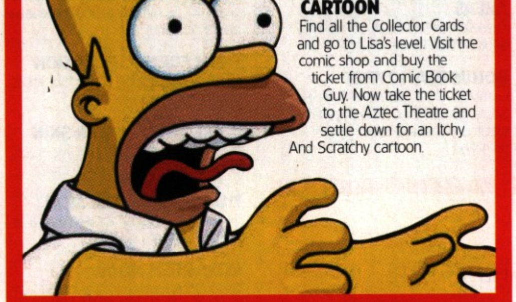
DON'T ITCH, DON'T SCRATCH, JUST REJOICE...

Go to the Options Menu (either in-game or at the Main Menu), press and hold o and u and enter any of the following codes.

CODE	EFFECT
△△□□	Cars explode on impact
△⊗△⊗	Invincible car
△△△	Fast acceleration
□□□□	No top speed
□□□△	Car can jump (press L3)
△△◎□	On-screen speedo
◎◎△□	Change Rocket Car appearance

ITCHY AND SCRATCHY CARTOON

Find all the Collector Cards and go to Lisa's level. Visit the comic shop and buy the ticket from Comic Book Guy. Now take the ticket to the Aztec Theatre and settle down for an Itchy And Scratchy cartoon.



then Pac-Man and the four ghosts will be unlocked for use.

UNLOCK MAXIMUM GP MODE

Win all of the Standard and Extra GPs under the Hard difficulty to unlock the Maximum GP mode.

SECRET CARS

There are four brand spanking new cars which can be unlocked by beating them in Duel Mode.

CAR: Spectre
BEAT: Pluto
COURSE: Above The City
CAR: Crinale
BEAT: Devil
COURSE: Green Field
CAR: Rumeur
BEAT: Spirit
COURSE: Bayside Line
CAR: Angelus
BEAT: Angel
COURSE: Sunny Beach

BATTLE ROYAL

By beating all four opponents in Duel Mode you'll unlock the four new cars above and Battle Royal, which is a straightforward race against all four opponents. If you win you'll be awarded a new special medal.

RYGAR

UNLOCK EASY MODE

Start a game on normal and die three times.

UNLOCK HARD MODE

Complete the game – including Necromandio Cave – on the normal difficulty setting.

UNLOCK LEGENDARY MODE

Complete the game – including Necromandio Cave – on the hard difficulty setting.

UNLOCK ONE WORLD MODE

Complete the game – including Necromandio Cave – on any difficulty setting. This mode allows you to travel to any of the worlds.

UNLOCK PIZZARMOUR

Complete the game under the Normal difficulty setting with a grade D ranking or higher then press L1 when the Tecmo logo appears at the start.

UNLOCK GUITARMOUR

Complete the Necromandio Cave under the Legendary difficulty setting then press R1 and R2 when the Tecmo logo appears at the start of the game.

UNLOCK HAMBARMOUR

Complete the game under the Hard difficulty setting with a grade A ranking or higher then press L2 when the Tecmo logo appears at the start of the game.

UNLOCK ROLFARMOUR

Complete the Necromandio Cave under the Hard difficulty setting then press R2 when the Tecmo logo appears at the start.

UNLOCK SUSHIARMOUR

Complete the game under the Legendary difficulty setting with a S ranking then press L1 and L2 when the Tecmo logo appears at the start.

UNLOCK EUROARMOUR

Complete the Necromandio Cave under the Normal difficulty setting then press R1 when the Tecmo logo appears.

ROCKY

Yo Adriannn... here's some hard-hittin' codes that need to be entered on the main menu after first holding the R1 button.

Double punch damage
→, ↓, ←, ↑, ←, L1
Double speed boxing
↓, ←, ↓, ↑, →, L1
All default boxers and arenas
→, ↓, ↑, ←, ↑, L1
All default boxers, arenas, and Rocky Statue
→, →, →, ←, →, L1
All default boxers, arenas, Rocky Statue, and Mickey
↑, ↓, ↓, ←, ←, L1
Full stats in Tournament and Exhibition modes
←, ↑, ↑, ↓, →, L1
Full stats in Movie mode
→, ↓, ↓, ↑, ←, L1
Win fight in Movie mode*
→, →, ←, ←, ↑, L1

* Press L2 + R2 during a fight in Movie Mode to automatically win.

S IS FOR...

SAVAGE SKIES

All creatures
←, →, ←, ←, →, ⊗
All multiplayer levels
←, →, ←, ←, →, ←, →, ⊗
Invincibility
←, ←, →, →, ↑, ↑, ↑, ↑, ⊗, ↑, ⊗
All objectives complete
←, ←, →, →, ↓, ↓, ↓, ↑, ↓, ↓, ⊗
Get Crystal
←, ←, →, →, ←, ↑, →, ↓, ←, ⊗, ⊗

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Change your PlayStation 2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

Independence day fireworks
2002/07/04
Christmas snowflakes
2002/12/25
New Year's Day fireworks
2002/01/01
Halloween Bats
2002/10/31

Simply enter these codes by pausing the game, holding L1 + L2 + R1 + R2 and then pressing the following button sequences...

All power-ups
◎, □, ◎, □, ◎, □, □, □, ◎, ◎, □, ◎, ◎, ◎
All FMV sequences
□, □, □, ◎, ◎, ◎, □, ◎, □
View credits
□, ◎, ◎, □, ◎, □

SHINOBI

Sadly, you must get through Shinobi the hard-as-granite way and unlocking secrets is made harder by the fact that you must collect a certain amount of Oboro Coins along the way. The locations of these are pinpointed in the complete walkthrough, but here's what they unlock and, more importantly, how many you need...

EXTRA OPTIONS

By obtaining 20 Oboro Coins, you will unlock several new features in the Options Menu – namely the Art Gallery (subsequent exhibits are unlocked by collecting further coinage), Movie (watch the movies you have already seen) and Stage Select (play any previously completed stage again in case you missed anything).

EXTRA CHARACTERS

There are two hidden characters in Shinobi – Moritsune (collect 30 Oboro Coins) and Joe Musashi (collect 40 Oboro Coins). Both are better in certain departments and have their own strategies for beating the bosses.

EXTRA STAGES

By collecting 50 Oboro Coins (that's basically every Coin in the game), you'll unlock nine VR-style levels designed to further enhance your skills (a bit pointless once you have completed the main game on Super mode to get all the coins, we know!) To access them, scroll past level 8-B on the stage select screen.

UNLOCK HARD MODE

Complete the game on Normal Mode to unlock the Hard difficulty setting on the Main Menu. This mode has more coins and much more challenging enemy encounters. Yikes!

UNLOCK SUPER MODE

Complete the game on Hard Mode to unlock the Super difficulty setting at the Main Menu. This mode has yet more Coins and enemy encounters so challenging you'll weep. You really will!

STARSKY & HUTCH

Want to take this cop caper to a higher level? The answer is here! Enter the following codes at the Pause menu. Note that the cheats are only active for about 30 seconds.

Invisible Car
↑, →, ↓, ←, ↘, ←, →, ←
Monster Truck
L1, L1, ←, →, ↘, ↘, ↘, ↘
Trippy Cam
L1, L2, R1, R2, ←, ←, ↑, ↑
Three-wheeled Bike
↑, ↑, ←, ←, R1, R2, L1, L2

SILENT SCOPE

UNLOCK PROFESSIONAL CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START and you should hear a gunshot to confirm that the cheat has worked.

UNLOCK NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope. Wahay!An alternative way of accessing this cheat is to press ↑, ←, ↓, →, ↑, □, △ on the mode selection screen.

UNLOCK PROFESSIONAL NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope and with no aiming ring or enemy markers.

CONVERT HEALTH TO TIME

Pause the game at any time during Arcade Mode and then press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎. Now unpause and one half of a life will have been converted into an extra five seconds of time. This code can be repeated as long as you have life to spare.

CONVERT TIME TO HEALTH

Pause the game at any time during Arcade Mode and then press △, ⊗, →, ←, →, ←, ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑ and you should hear a gunshot to confirm that the cheat has worked. Now unpause and five seconds of time will have been converted into one half of a live. This code can be repeated as long as you have time to spare.

MIRROR MODE

On the Mode Selection Screen, press ←, ←, →, □, ↓, ↓, ↑, △, ↑, →, ↓, ↑, ←, ↓, □ and you should hear a gunshot to confirm that the cheat has worked. All of the action will now be reversed, just to confuse you!

FIRST-PERSON VIEW

On the Mode Selection Screen, press ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓. Now you can view the action infirst-person.

DISABLE AIMING RING

On the Mode Selection Screen, press →, →, →, □ and you should hear a gunshot to confirm that the cheat has worked. Not so easy now, eh?

DISABLE ENEMY MARKERS

On the Mode Selection Screen, press →, →, →, →, ←, ↓, ↑, → and you should hear a gunshot to confirm that the cheat has worked. Can you spot those terrorists now?

DISABLE SCOPE

On the Mode Selection Screen, press →, ↓, →, □, →, ↓, →, □, and you should hear a gunshot to confirm that the cheat has worked. Can you pick em' off from this distance?

LASER MODE

On the Mode Selection Screen, press R1, L1, ⊗, ⊗, □, R1, then hold SELECT, press START and you should hear a gunshot to confirm that the cheat has worked.

LOVE MODE

On the Mode Selection Screen, press ←, →, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out to sexy sax music in glorious pink-o-vision!

TURBO MODE

On the Mode Selection Screen, press ↓, △, ↑, □, △, ↓, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be much faster.

EXTRA OPTIONS

Successfully complete the game under any difficulty to unlock a real time window and up to eight health in the Options Menu. Alternatively, accumulate over two hours of play. If you successfully complete the game more than twice under any difficulty then you'll unlock infinite credits in the 'Credits' section of the Options Menu plus +30 in the 'Time Limit' section. Alternatively, accumulate over three hours of play.

THE SIMS

ACTIVATE CHEAT MODE

On the main menu, press L1 + R1 + L2 + R2 and you will unlock the Cheat Menu. Now simply enter any of the following codes...

MIDAS MODE

Enter MIDAS at the Cheat Menu. Then begin the game in 'Get A Life' Mode, get into the hot tub with the girl and press START to pause the action. Select 'Quit', followed by 'Just Quit' and you will unlock all two-player games, all locked objects and skins.

FREE MODE

Enter FREEALL at the Cheat Menu. Then start a game and note that all objects will now cost zero Simoleans. You will not be able to sell any items for money and this code has no effect on the cost of paying for bills and other services.

PARTY MOTEL MODE

Enter PARTY M at the Cheat Menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' Mode.

PLAY THE SIMS MODE

Enter SIMS at the Cheat Menu. Play The Sims Mode will now be unlocked, without going through the Get A Life dream house.

Want to know how you can unlock some cool stuff in Story Mode? It's all right here!

NAVY BLUES

SOCOM 2: US NAVY SEALS

COMPLETE THE GAME AT THE RANK OF COMMANDER...

EXTRA MULTIPLAYER CHARACTERS

SAS (SABRE)
Complete Albanian area at the rank of Commander or higher.
PIUS
Complete Albanian area at the rank of Lieutenant or higher.
FERAL
Complete the game at the rank of Admiral.
QUIXADA
Complete the Brazilian area at the rank of Commander of higher.
SAS (REAVER)
Complete Algerian area at the rank of Commander or higher.
ALGERIAN OFFICER
Complete Algerian area at the rank of Lieutenant or higher.
THE SPECIALIST
Complete the Russian area at the rank of Commander or higher.
VALESKA
Complete the Russian area at the rank of Lieutenant or higher.

UNLOCKABLE WEAPONS

SEAL
Complete the game at Ensign rank.
TERRORIST
Complete the game at Lieutenant rank.
SAS
Complete the game at Commander rank.
SPETSNAZ
Complete the game as a Commander.
MGL
Complete the game as a Captain.
OICW
Complete the game as an Admiral.

MONEY FROM MOM
ITEM: Aroma Machine
Cook a successful dinner
ITEM: Vanity Mirror
Fix the TV
ITEM: Treadmill
Get a job
ITEM: Museum (two-player game)
Borrow §800 from Mom
ITEM: Beejaphone Electric Guitar
Complete house in 24 hours or less

REALITY BITES
ITEM: Ice Chest
Get promoted to level two
ITEM: Teppanyaki Table
Get promoted to level three
ITEM: Bug Zapper
Increase house value from §34,561 to §35,711
ITEM: Frat House (two-player game)
Move in with Dudley or Mimi
ITEM: Repairman
Repair all broken objects
ITEM: Maid
Clean up all the mess
ITEM: Coat of Arms
Complete house in four days or less

PARTY ANIMALS
ITEM: Strip Poker Table
Get promoted to level four
ITEM: Master Suite Tub
Get promoted to level five
ITEM: Tree swing
Increase house value from §53,180 to §54,680
ITEM: Motel (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Head in Jar Curio
Complete house in eight days or less

HOT TO TROT
ITEM: Sonic Shower
Get promoted to level six
ITEM: Carving Block
Get promoted to level seven
ITEM: Love Bed
Increase house value from §46,050 to §48,050
ITEM: Club Abhi (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Wurl N' Hurl Jukebox
Complete house in eight days or less

WHO LOVES YA BABY
ITEM: Sand Box
Raise first child from baby
ITEM: Lawn Sprinkler
Raise second child from baby
ITEM: Maid's House
Get promoted to level eight
ITEM: 2 Swimming Pools
Get promoted to level nine
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Bearskin Rug
Complete house in eight days or less

THE LAST SIMOLEON
ITEM: Monkey Butler
Send children to prep school with straight A's
ITEM: Park (two-player game)
Get promoted to level ten
ITEM: Rhino Trophy
Complete house in eight days or less

THE SIMS: BUSTIN' OUT

CHEAT GNOME

Quickly press R2, L1, R1, L2, ←, ○ during game play. If you have entered the code correctly and quickly enough (you have to be quick) you will hear a Sim say 'Oooo' and a shimmering blue gnome will appear at the front of the house your Sim is currently in. This is the Cheat Gnome and it is your friend. Once the Cheat Gnome is activated, your Sim will receive a phone call everday and – when answered – your Sim will be given Simoleons. Once the Cheat Gnome is activated, you can enter any of the following cheats to enhance your quality of life.

EASY MONEY

Ensure the Cheat Gnome is activated, pause the game and quickly press L1, R2, →, □, L3. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Give Money' option. Select this option to be awarded 10,000 Simoleons.

FILL MOTIVES

Ensure the Cheat Gnome is activated, pause the game and quickly press L2, R1, ←, ○, ↑. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Fill All Motives' option. Select this option to automatically fill your motives. All motives are filled except the 'Room' motive.

UNLOCK ALL OBJECTS

Ensure the Cheat Gnome is activated. Quickly press L2, R2, ↑, △, L3 during game play. A Sim will say 'Oooo' to confirm correct code entry.

UNLOCK ALL VISIT LOCATIONS

Ensure the Cheat Gnome is activated. Quickly press R2, R3, L3, L2, R1, L1 during game play. A Sim will say 'Oooo' to confirm correct code entry.

SHADOW OF MEMORIES

UNLOCK REPLAY MODE

When you complete the game (which shouldn't take too long for a talented bunch like you), one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better. If you can be arsed that is (can you be arsed?).

EXTRA ENDING

If you unlock all five normal endings then a special Prologue will appear which allows you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Whoever she is.

HIDDEN FMV

By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those tasty snippets.

Spring 200 Tokyo Game show
1 Ending
European Trade Show
3 Endings
Fall 2000 Tokyo Game Show
5 + Extra Endings

SILENT HILL 3

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

COSTUME	CODE
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SPECIAL WEAPON LOCATIONS

Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER

When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. lit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinte ammo sub-machine gun, go left after escaping through the toilet window.

THE SIMPSONS SKATEBOARDING

Bart always was a rebel – what other reason could Simpsons Skateboarding have to ignore all of Tony Hawk's advice turn and out so horribly bad? D'oh indeed. Well, we could hardly expect Homer to conjure up something to rival the master with his donut-addled mind. So here are some codes to make it a bit more bearable. Hold down L1 + L2 + R1 + R2 and enter the following codes at the character select screen for the desired effect.

All boards	⊗, △, ○, □
Level select	△, ⊗, □, ○
Get $99.00	△, ⊗, ○, □
All skaters	○, △, ⊗, □
Fuzzy skaters	⊗, △, □, ○
Big head Homer	○, ⊗, △, □
Underwear Homer	△, ○, ⊗, □
Big head Bart	⊗, □, ○, △
Gangsta Bart	○, ⊗, □, △
Demon Marge	⊗, □, △, ○
Big head Lisa	□, △, ⊗, ○
Gangsta Lisa	□, △, ○, ⊗
Big head Nelson	△, □, ○, ⊗
Ballerina Nelson	△, □, ⊗, ○
Sunglasses Otto	□, ⊗, ○, △
Big head Frink	□, ⊗, △, ○
Groovy Frink	⊗, ○, △, □
Business suit Krusty	○, △, □, ⊗
Big head Wiggum	⊗, ○, □, △
Man eater Wiggum	△, ○, □, ⊗

SMASH COURT TENNIS PRO TOURNAMENT

UNLOCK RED ACE

Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK HITOMI YOSHINO

Win the game in Arcade mode under the Hard difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK ULTIMATE MODE

Successfully complete Time Attack mode under the Hard difficulty setting to unlock this devilishly hard mode.

SMUGGLER'S RUN 2

Pause the game and enter these codes. A noise will indicate correct entry.

Invisibility
R1, L1, L1, R2, L1, L1, L2
Lighter cars
L1, R1, R1, L2, R2, R2
No gravity
R1, R2, R1, R2, ↑, ↑, ↑
Increase time warp
R1, L1, L2, R2, →, →, →
Decrease time warp
R2, L2, L1, R1, ←, ←, ←

SOLDIER OF FORTUNE

We've managed to dispatch these re-enforcements...

INVINCIBILITY

Press SELECT during play, then hold R1 + L1 + R2 + L2 + □ and press ←. A message and sound will confirm correct entry. To disable the code, simply input it again.

FULL AMMUNITION

Press SELECT during play, then hold R1 + □ and press ←. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

HEAVY WEAPONS

Press SELECT during play, then hold L2 + R2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

HAND-TO-HAND WEAPONS AND EXPLOSIVES

Press SELECT during play, then hold L1 + R1 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO CLIPPING

Press SELECT during play, then hold L1 + L2 + R1 + □ and press ←. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

NO TARGET

Press SELECT during play, then hold L1 + L2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

MAN/ANIMAL HYBRIDS

The best TV animaniacs...

1. MANIMAL

High concept US TV from the hack behind *Knight Rider* and *Automan*. That, er, lasted seven episodes. Dr Jonathan Cape assists the police by using (ahem) 'African techniques' to turn into animals. You can see how changing into a parrot at the scene of a murder is going to be useful.

2. DAVID FROM AN AMERICAN WEREWOLF

Painful face-stretching, fingernail-splitting metamorphosis from man into wolf is compounded by dreams of nazis butchering his family, and waking up naked in the bleddy zoo. Still, he got to share a flat with Jenny Agutter for a couple of days.

3. BRUNDLE-FLY

"Brilliant but eccentric" boffin Seth Brundle finds out about teleporting the hard way when his atoms cross with a fly's. At first it's not so bad: he gets stronger, his reactions get quicker, and he's irresistable to the laydees. Then his jaw falls off.

4. TEENWOLF

Another werewolf – but this time he can play basketball! Really well!

5. THE GUY FROM B-MOVIE 'THE BITE'

A man gets bitten on the hand by a radioactive snake. Some antivenom should sort that out, right? Wrong! His hand turns into a snake... and *his body starts filling up with snakes*. The best hybrid ever, we reckon.

NO GRAVITY

Press SELECT during play, then hold L1 + L2 + R2 + ← + □ and press START. A message and sound will confirm correct entry. To disable the code, input it again.

SONIC HEROES

TWO PLAYER EXTRAS

Collect the specified amount of emblems in single player Story or Challenge Modes to unlock the following extras.

EMBLEMS	UNLOCKS
20	Two player Team Battle
40	player Special Stage
60	Two player Ring Race
80	Two player Bobsled Race
100	Two player Quick Race
120	Two player Expert Race
141	Metal characters in single player

SONG/MOVIE EXTRAS

Beat Story mode as any of the following teams to unlock the specified song/movie. Songs and movies can be accessed via the Extras Menu.

TEAM	SONG/MOVIE
Sonic	We can/Team Sonic
Dark	This machine/Team Dark
Rose	Follow me/Team Rose
Chaotix	Team Chaotix/Team Chaotix

UNLOCK SUPER HARD DIFFICULTY

Complete the game with an 'A' ranking on every level and all 141 emblems.

METAL TEAMS IN TWO PLAYER

Choose a two player game and hold q and w after selecting a level. Keep the buttons pressed until the game has loaded.

SPACE CHANNEL 5: PART 2

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at any time during play, then hold L1 + R1 and press ○, △, □. If you entered the code correctly, you will hear a sound. Press START to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal. If you're having trouble the CPU will show you where you are going wrong.

SPIDER-MAN: THE MOVIE

We have been on the, erm, web to sling you these Marvel-ous cheats! Just as you would expect, this game is jam packed with a whole host of things for you to unlock. They range from the weird to the wonderful and some of them are just as you would expect.

MASTER CODE

Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm and all regular levels, FMV sequences, and gallery pictures will be unlocked. Repeat the code to disable the effects.

SSX ADDICT

SSX 3

DON'T SLOPE AWAY...

UNLOCK EDDIE

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'worm' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain.' Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 1 Lodge.

UNLOCK LUTHER

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'bronco' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain.' Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 2 Lodge.

OTHER UNLOCKABLES

Brodi skin
Completethe Peak 1 lodge
JP
Complete the Peak 1 lodge
Marisol
Complete the Peak 1 lodge
Jurgen
Complete all Peak 1 goals
Eddie skin
Complete the Peak 2 lodge
Luther skin
Complete the Peak 2 lodge
Marty
Complete the Peak 2 lodge
Seeiah
Complete the Peak 2 lodge
Snowballs
Complete all Peak 2 goals
Canhuck
Complete all Peak 3 exploration goals
Churchill
Complete the Peak 3 freestyle
Cudmore
Complete the Peak 3 earnings goal
NW legend
Complete all Peak 3 goals
Unknown Rider
Complete all Peak 3 race goals
Bunny San
Collect all the art
Far East Myth
Get 100% in all mountain stats
Gutless
Get a medal in all events
Hiro
Collect all the trading cards
Stretch
Collect all the posters
Svelte Luther
Collect all the toys

MEAN STREETS

TRUE CRIME: STREETS OF LA

PAUSE THE GAME AND ENTER THE CODE...

UNLOCK ALL UPGRADES
Press ↑, →, ↓, ←, ↑, ⊗ at the City Map screen. You can check all unlocked upgrades in Player Stats.

UNLOCK ALL ATTACKS AND GRAPPLES
Press ↑, ↓, ↑, ↓, ⊗ at the City Map screen. You can check all unlocked items in Player Stats.

UNLOCK ALL CARS AND DRIVING MANOEUVRES
Press ←, →, ←, →, ⊗ at the City Map screen. You can check all unlocked items by consulting the Driving Stats in Player Stats.

UNLOCK ALL GUNS AND WEAPON UPGRADES:
Press →, ←, →, ←, ⊗ at the City Map screen. You can check all unlocked items by consulting the Gunplay Stats in Player Stats.

SHOW COORDINATES
Press ⊗, ◎, ⊡, △ at the City Map screen. Nick's coordinates will now appear in the top left corner.

UNLOCK DOGG PATROL MISSIONS
Pause the game and press R1, L1, ↑, →, ←, ↓, ↘, ↘, ⊗, ⊡, ◎, △ at the City Map screen. Get to a save point and then exit to the main menu. Choose Resume Game and select the appropriate game file. On the select episode screen you should see Snoop Dogg's head. Highlight the Dogg's head and press ⊗ to play.

LICENCE PLATE SYMBOLS
When entering a licence, save name, hold L1 + R1 and tap the D-pad ← or → for a selection.

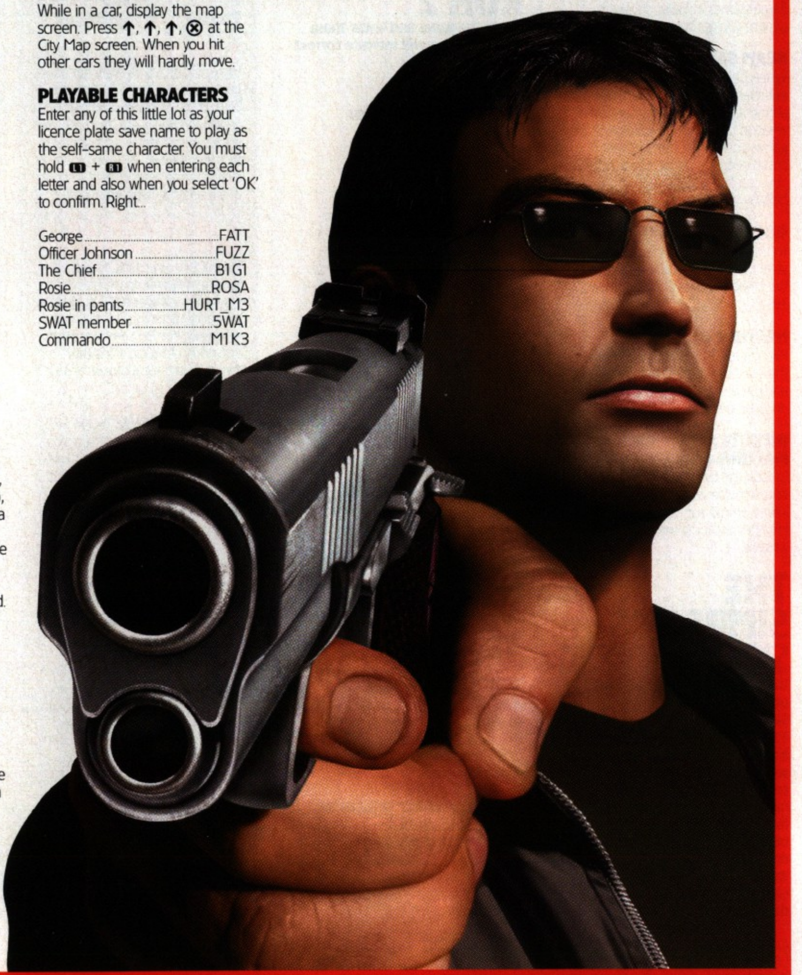
SELECT CAR COLOUR
When entering a licence plate, save the name, hold L1 + R1 and push the left analog-stick ↑ or ↓ to change the colour of the strip below the licence plate. Whatever the colour of the strip when you select your licence plate, the saved name will be the colour of Nick Kang's car. Plate stuff.

HARD CRASHES
While in a car, pause the game and press ↓, ↓, ↓, ⊗ at the City Map screen. When you hit other cars they will – literally – go flying.

SOFT CRASHES
While in a car, display the map screen. Press ↑, ↑, ↑, ⊗ at the City Map screen. When you hit other cars they will hardly move.

PLAYABLE CHARACTERS
Enter any of this little lot as your licence plate save name to play as the self-same character. You must hold L1 + R1 when entering each letter and also when you select 'OK' to confirm. Right...

George	FATT
Officer Johnson	FUZZ
The Chief	B1G1
Rosie	ROSA
Rosie in pants	HURT_M3
SWAT member	5WAT
Commando	M1K3
Tramp	BOOZ
Pimp	P1MP
Boxer	BRUZ
Biker	HAWG
Pedestrian 1	TFAN
Pedestrian 2	MNKY
Korean worker	HARA
Korean gangster	MRFU
Korean cook	PHAM
Tattoed lady	TATS
Pole dancer	BOOB
Gimp donkey	JASS
Zombie	J1MM



WEB-SLINGING CHEATS
The Master Code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again – a sound will confirm it has been deactivated.

Unlimited webbing
ORGANICWEBBING
All fighting controls
KOALA
Level select
IMIARMAS
Level skip
ROMITAS
Bonus training levels
HEADEXPLODY
Play as Mary Jane
GIRLNEXTDOOR
Play as The Shocker
HERMANSCHULTZ
Play as a scientist
SERUM
Play as a police officer
REALHERO
Play as Captain Stacey
CAPTAINSTACEY
Play as thug model #1
KNUCKLES
Play as thug model #2
STICKYRICE
Play as thug model #3
THUGSRUS
Matrix-style attacks
DODGETHIS
Goblin-style costume
FREAKOUT
Small Spider-Man
SPIDERBYTE
Big head Spider-Man
GOESTOYOURHEAD
Big head enemies
JOELSPEANUTS
First-person view
UNDERTHEMASK
Super coolant
CHILLOUT

PINHEAD BOWLING MINI-GAME
Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training Menu.

VULTURE FMV SEQUENCE
Accumulate 20,000 points during play to unlock a Vulture FMV sequence in the CG menu.

SHOCKER FMV SEQUENCE
Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu. for you to enjoy at your leisure.

GREEN GOBLIN FMV SEQUENCE
Successfully complete the game under the 'Hero' or greater difficulty setting.

PLAY AS ALEX ROSS
Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' Menu.

PLAY AS PETER PARKER
Complete the game to unlock the Peter Parker costume in the 'Specials' Menu.

PLAY AS WRESTLER
Complete the game to unlock the Wrestler costume in the 'Specials' Menu.

PLAY AS THE GREEN GOBLIN
Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons in an alternate storyline where he tries to correct the Osborn family's reputation.
......To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side...

SSX

MASTER CODE
On the Character Select Screen, press ⊡ to go to the Options Menu, then hold L1 + R1 + L2 + R2 and press ↓, ←, ↑, →, ⊗, ◎, △, ⊡. If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable its delightful effects. Not that you'll want to.

CHEAT CODES
Enter the following codes by going to the Character Select Screen first, pressing ⊡ and then going to the Options Menu, holding down L1 + R1 + L2 and R2. If the codes have worked then you'll hear a sound to confirm correct entry.

CHEAT/CODE
All characters and courses
↓, ←, ↑, →, ⊗, ⊡, △, ◎
Running Man mode
⊡, △, ◎, ⊗, ⊡, △, ◎, ⊗
All course hints
◎, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊗
Full attributes
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡
No outfits
◎, ◎, ◎, ◎, ◎, ◎, ◎, ⊗
Mallorca board
⊗, ⊗, ⊗, ⊗, △, △, △, △

MERCURY CITY MELTDOWN COURSE
Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

MESABLANCA COURSE
Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

TOKYO MEGAPLEX COURSE
Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

ALOHA ICE JAM COURSE
Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

PIPEDREAM COURSE
Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

UNTRACKED COURSE
Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

PLAY AS JURGEN
Earn one gold medal in any mode to unlock Jurgen.

PLAY AS JP
Earn two gold medals in any mode to unlock JP.

PLAY AS ZOE
Earn three gold medals in any mode to unlock Zoe.

PLAY AS HIRO
Earn four gold medals in any mode to unlock Hiro.

THIRD COSTUME
Successfully complete all green circle tricks to unlock the third costume.

FOURTH COSTUME
Successfully complete all blue square tricks to unlock the fourth costume.

THIRD BOARD
Reach the Rookie Rank to unlock the third board.

FOURTH BOARD
Reach the Sensei Rank to unlock the fourth board.

FIFTH BOARD
Reach the contender rank to unlock the Fifth Board.

SIXTH BOARD
Reach the natural rank to unlock the Sixth Board.

SEVENTH BOARD
Reach the Star Rank to unlock the seventh board.

EIGHTH BOARD
Reach the Veteran Rank to unlock the eighth board.

NINTH BOARD
Reach the Champ Rank to unlock the ninth board.

TENTH BOARD
Reach the Superstar Rank to unlock the tenth board.

ELEVENTH BOARD
Reach the Master Rank to unlock the eleventh board.

SSX TRICKY

MASTER CODE
Hold L1 + R1 and press ⊗, △, →, ◎, ⊡, ↓, △, ⊡, ←, ◎, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

FULL STAT POINTS
Hold L1 + R1 and press △, △, →, △, △, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. All boarders will now have full stat points.

MALLORA BOARD
Hold L1 + R1 and press ⊗, ⊗, →, ◎, ◎, ↓, △, △, ←, ⊡, ⊡, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallora Board and blue duds

STICKY BOARDS
Hold L1 + R1 and press ⊡, ⊡, →, △, △, ↓, ◎, ◎, ←, ⊗, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry.

MIX MASTER MIKE
Hold L1 + R1 and press ⊗, ⊗, 6, ⊗, ⊗, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike on the course.

RECTORATOR
In World Circuit mode, enter RECOR as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.

SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any of the hard-to-find gems on any level by holding down L3 and R3. Your little buddy Sparks will then subtly point to the missing treasure. All you have to do is follow his lead.

STAR WARS: BOUNTY HUNTER

They sell them in all good confectionary stores, you know! But if you're still hunting the 'taste of paradise', then here are all the level codes you need!

Chapter 1
SEEHOWTHEYRUN
Chapter 2
CITYPLANET
Chapter 3
LOCKDOWN
Chapter 4
DUGSOPLENTY
Chapter 5
BANTHAPOODOO
Chapter 6
MANDALORIANWAY
Mission 1
BEAST PIT
Mission 2
GIMMEMYJETPACK
Mission 3
CONVEYORAMA
Mission 4
BIGCITYNIGHTS
Mission 5
IEATNERFMEAT
Mission 6
VOTE4TRELL
Mission 7
LOCKUP
Mission 8
WHAT A RIOT
Mission 9
SHAFTED
Mission 10
BIGMOSQUITOS
Mission 11
ONEDEADDUG
Mission 12
WISHIHADMYSHIP
Mission 13
MOSGAMOS
Mission 14
TUSKENS R US
Mission 15
BIG BAD DRAGON
Mission 16
MONTROSSISBAD
Mission 17

SLICE AND DICE

TENCHU: WRATH OF HEAVEN

CUT PEOPLE'S THROATS EASY. Y'KNOW, IF YOU LIKE.

Here's the complete set of killer codes, including some that can be entered at any time during play and a others that need to be banged in on specific screens...

RECOVER HEALTH

To replenish a portion of your health bar at any time during play, simply press t to pause the action and press ↑, ↓, →, ←, ⊡, ⊡, ⊡

TOGGLE SPECIAL ABILITIES

Press START to pause the game at any time, then hold L1 + L2 and press ↑, ↑, ↓, ↓. Release L1 + L2 and press ⊡, ⊡, R1, R2

INCREASE SCORE

Press START to pause the game then hold L1 + R1 and press →, →, ←, ← on controller two to add 100 points to your score.

DISPLAY SCORE AND TIME

Press START to pause the game at any time, then press →, →, ←, ← on controller two to activate the cheat.

ALL CHARACTERS

L1, R2, L2, R1, →, ←, L3, R3
Where? Title screen

ALL STORY MODE MISSIONS

L1, R1, L2, R2, →, ⊡, L3, R3
Where? Mission select screen

ALL MULTIPLAYER MODE MISSIONS

L1, R1, L2, R2, →, ⊡, L3, R3
Where? Mission select screen

ALL MISSION LAYOUTS

R3, L3, R2, L2, R1, L1
Where? Mission select screen

BONUS RIKIMARU STAGE

L1, ↑, R1, ↓, L2, →, R2, ←
Where? Title screen

HIDDEN LEVEL

↑, ↓, →, ←, ⊗, ⊗, ⊗
Where? Title screen

UNLOCK ALL ITEMS

Hold R1 + L1 and press ↑, ⊡, ⊡, ←, ⊡, ⊡, ↓, ⊡, ⊡, →, ⊡, ⊡
Where? Item select screen

INCREASE ITEMS

Hold R2 + L2 and press ⊡, ⊡, ⊡, ↑, ←, ↓, →
Where? Item select screen

UNLIMITED ITEM CAPACITY

L1 + L2 + R1 + R2 and press ⊡, ⊡, ⊡, ↑, ←, ↓, →, ⊡, ↑, →, ↓, ←
Where? Item select screen.

FUNNY DIALOGUE

Hold L1 + R2 and press ↓, ⊡, ↑, ⊡, →, ⊡, ←, ⊡ at the opening screen with the *Tenchu* logo. Select 'Options,' then 'Audio,' then 'Language' to access the 'B-Side' option to play the game with witty dialogue.

VOSAISBADDER
Mission 18
JANGOISBADDEST
Concept Art
R ARTISTS ROCK
WOTC Cards
GO FISH

STAR WARS: THE CLONE WARS

Enter the following cheat codes. Or, for more accomplished Jedis, here's the extras you can unlock.

Invincibility
DARKSIDE
Multi-player level select
JORG SACUL
Campaign level select
DOORDONOT
Unlimited secondary and special weapon
SUPERLASER
Three bonus objectives for current mission
GIMME
Battle Droid unlocked in Academy: Geonosis level
TRADEFED
Padme Amidala unlocked in Academy: Geonosis level
NATALIE
Wookie unlocked in Academy: Geonosis level
NERFHERDER
Programming team photographs
JEDICOUNCIL
All FMV sequences
12 PARSECS

EXTRAS

Unlock Raxus Duel multiplayer level: Collect a total of five bonus points.
Unlock Thule Moon Control multiplayer level : Collect a total of ten bonus points.

Unlock Rhen Var multiplayer level:
Collect 15 points.

Unlock Jedi Academy multiplayer level:
Collect a grand total of 20 bonus points.

Unlock Unit Vewer option:
Collect a total of 25 bonus points.

Unlock 'Making Of...' FMV sequence:
Collect a total of 30 bonus points.

Unlock CD player option:
Collect a total of 35 bonus points.

Interesting Sketchbook option:
Collect a total of 40 bonus points during gameplay. You can do it Jedi!

Yoda unlocked in Academy:
Geonosis level: Collect a total of 45 bonus points.

STAR WARS JEDI STARFIGHTER

MASTER CODE

Go to the Options Menu and then select Code. Enter the code PNYRCADE and the message Everything Unlocked will appear in the window. You will now have immediate access to all missions, all bonus one and two-player challenges, all bonus crafts and all bonus materials. In fact, you've got it all!

EXTRA CODES

Enter the following cheats codes on the Code Screen in the Options Menu to unlock their respective cheats.

Invincibility
QUENTIN
No HUD
NOHUD
Fly-by Mode
DIRECTOR

UNLOCKING EXTRAS

Here's how to unlock all the extra craft the hard way. Are you up to it? We'll reserve judgement.

Advanced Freefall
Complete the bonus objective in Act 3: Mission 1.
Advanced Havoc
Complete the bonus objective for Act 3: Mission 3.
Advanced Jedi Starfighter
Complete the bonus objective on Act 2: Mission 4.
Advanced Zoomer
Complete the bonus objective on Act 2: Mission 3.
Republic Gunship
Complete the bonus objective for Act 3: Mission 5.
Sabaoth Fighter
Complete the bonus objective on Act 2: Mission 5.
Slave 1
Complete all hidden objectives for Player One.
TIE Fighter
Complete the bonus objective in Act 1: Mission 4.
X-Wing
Complete the bonus objective in Act 1: Mission 3.

STAR WARS STARFIGHTER

MASTER CODE

On the main menu, select Options and then enter the Codes screen. Now enter OVERSEER as a code to unlock everything except for the multiplayer levels.

ADDITIONAL CODES

Enter the following codes on the Codes screen which can be found in the Options menu.

Invincibility
MINIME
Bonus ship
BLUENSF
Multiplayer levels
ANDREW
Disable cockpit displays
NOHUD
Enenmy ship gallery
SHIPS
Cast pictures
HEROES
Pre-production art
PLANETS
Reversed controls
JARJAR
Programmer message
LTDJGD
Programming team
TEAM
Pictures of Simon
SIMON
James' day off work pics
JAMES
Christmas bonus FMV
WOZ
Extra camera angles
DIRECTOR

STATE OF EMERGENCY

The fighting fun is all kicking off and you can make things even wilder by entering these cheats!

CHEAT CODES

Enter any of the following codes during play at any time at all:

Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo*
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ◎
Decapitating punches
L1, L2, R1, R2, ⊡
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ◎

* You should not hold a weapon while entering this.

PLAY AS SPANKY IN KAOS MODE

Successfully complete the Mall level in Revolution mode to unlock a playable Spanky in Kaos mode.

PLAY AS FREAK IN KAOS MODE

Successfully complete the Chinatown level in Revolution mode to unlock Freak as a playable character in Kaos mode.

PLAY AS BULL IN KAOS MODE

Successfully complete the East Side level in Revolution mode to unlock Bull as a playable character in Kaos mode.

Here's the complete round-up of all the riotous codes available to you!

Unlock Bull*
→, →, →, →, ⊗
Unlock Freak*
→, →, →, →, ◎
Unlock Spanky*
→, →, →, →, △
Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo**
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ◎
Decapitating punches
L1, L2, R1, R2, ⊡
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ◎
All weapons
L1, L1, R2, R2, ⊗
Pistol
←, →, ↓, L1, △
Tazer
←, →, ↓, L1, ◎
Pepper Spray
←, →, ↓, L1, ⊡
Tear Gas
←, →, ↓, L1, ⊗
Shotgun
←, →, ↓, L2, △
Minigun
←, →, ↓, R1, △
Flame Thrower
←, →, ↓, R1, ◎
Grenade Launcher
←, →, ↓, R1, ⊡
Rocket Launcher
←, →, ↓, R1, ⊗
AK47
←, →, ↓, R2, △
M16
←, →, ↓, R2, ◎
Grenade
←, →, ↓, R2, ⊡
Molotov Cocktail
←, →, ↓, R2, ⊗
Mission skip
←, ←, ←, ←, △
Mission select
L1, L2, L2,L2, L1, ⊗
Unlock a policeman
(hold L1) R2, R2, L2, R1

STUNTMAN

ALL DRIVING GAMES, CARS AND TOYS

Enters BiNdErS as a case-sensitive name at the NEW GAME menu. All driving games, cars and toys will be included. Not bad at all.

ALL TOYS

Enters Turnips as a case-sensitive name at the NEWGAME menu.

ALL TRAILERS

Enters BonNeTT as a case-sensitive name at the NEW GAME menu.

ALL CARS

Enters Sez4Jnr as a case-sensitive name at the NEW GAME menu.

SUMMONER

HIDDEN FMV

Select the 'Credits' option from the Main Menu and then press ⊗ whilst the credits are rolling to unlock a rather amusing FMV sequence showing some of the Summoner and Red Faction characters playing *Dungeons & Dragons*!

ALTERNATE ENDING

After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

LARA FUN

TOMB RAIDER: THE ANGEL OF DARKNESS

STICK IT TO THE ENEMY WITH OUR HANDY – AND SNEAKY – TIPS FOR LARA'S LATEST.

HANDSTAND

While hanging from the edge of a ledge, press and hold L1 and push forward on the left analog stick. Lara will pull herself up into a handstand.

SWAN DIVE

While pushing forward on the left analog stick, press and hold R2 and press ◎. As well as being used to leap spectacularly from high ledges, it also comes in handy as a forward roll move while on the ground.

DIVE INTO WATER

Stand at the water's edge, hold L1 and press ⊗. This is a much more graceful alternative to simply bombing into the water.

QUICK TURNS UNDERWATER

Press ⊡ while underwater to turn around 180 degrees.

QUICK WEAPON SELECT

While you have a weapon equipped, press ↑ or ↓ on the d-pad to change the weapon that you are holding. This saves you having to go to the Weapons Menu.

SNAPPING NECKS

Creep up behind a guard in Stealth Mode, make sure you're not pushing the left analog stick in any direction (i.e. it's centred) and press ⊗. Lara will snap their neck.

SUPER FARM

Enter any of the following codes at the Main Menu. You should hear a 'ping' to confirm correct code entry. Note: when entering the codes, you must press and briefly hold each button for the codes to work. Fiddle around and you will get the timing right pretty quickly.

Cheat Menu
L1, R1, L2, R2, ↑, ↓, ↑, ↓
Buck the Duck
L1, ↓, ↑, ↑, ↑, L1
Frank the Bull
L1, L2, ⊡, △, △, L2
Stingy the Rat
R1, R1, L1, ⊡, ⊡, ⊡
Joey the Donkey
L2, L1, L1, △, △, △
Sheaty the Fly
L1, L1, R1, R1, ↑, △
Bill the Rooster
R1, R2, L1, L1, △, ⊡
Kofmunship Level
△, L2, L2, R2, R2
Pamela Level
⊡, △, ⊡, △, R1
Jail Level
R1, R1, ⊡, △, R1
Gladiator Level
△, ⊡, L1, L1, L1

T IS FOR...

TEKKEN 4

UNLOCK EDDY GORDO
Successfully complete Story Mode as Christie Monteiro. To play as Eddy, highlight Christie at the character selection screen and press △.

UNLOCK MIHARU HIRANO
Successfully complete Story Mode as Ling Xiaoyu. To play as Miharu, highlight Xiaoyu at the character selection screen and press ◎.

UNLOCK LING XIAOYU'S SCHOOL UNIFORM COSTUME
Successfully complete Story Mode as Xiaoyu. To play in this alternate costume, highlight Xiaoyu at the character selection screen and press △.

FIGHT AS PANDA
Highlight Kuma (see table below for how to unlock Kuma) at the character selection screen and press ◎.

FIGHT AS VIOLET LEE
Highlight Lee at the character selection screen and press ◎.

UNLOCKING ALL CHARACTERS
Successfully complete Story Mode with the following fighters to unlock the corresponding characters for use in any mode.

COSTUME	CODE
Hwoarang	Jin Kazama
Christie	Eddy
Xiaoyou	Kuma/Panda
Yoshimitsu	Bryan Fury
Bryan	Violet Lee
Violet LeE	Combot
Kazuya	Nina
Nina	Lei
Law/Paul/Marduk	Heihachi

UNLOCK DOJO STAGE
Successfully complete Tekken Force Mode with any character.

UNLOCK THEATER MODE
Successfully complete the Story Mode with any character.

THIS IS FOOTBALL 2003

View credits
L2, L1, L1, L2, L2, L2
Farm sounds
L1, L1, R2, ↑, ↓, →
Clown sounds
L1, L1, L2, R2, R2, R1
Fast announcers
L2, R2, R1, R2, L2, R2
FMV sequences
L2, L1, L1, L1, L2, L2

p and theTimewarp League.

TIGER WOODS PGA TOUR 2003

Never disappoint 'er indoors again with these codes to get super wood every time.

All golfers	ALLTW3
All courses	14COURSES
Super Tiger Woods	SUNDAY
Brad Faxon	XON
Cedric Andrews	IAM1
Charles Howell III	BANDPANTS
Dominic Donatello	GODFATHER
Hamish	MCRUFF
Jim Furyk	THESWING
Josey Scott	SUPERSTAR
Justin Leonard	JUSTINTIME
Kellie Newman	COWGIRL
Mark Calavecchia	CALCULATE
Mark Omeara	TB
Melvin Tanigawa	YOYOYO
Notah BeGay III	NOTABLY
Solita Lopez	SOLITARY1
Steve Stricker	SS
Stewart Cink	SINK
Stuart Appleby	ORANGES
Takeharu Moto	2TON
Ty Tryon	TYNO
Val Summers	VALENTINE
Vijay Singh	VJSING

MEMORY CARD BONUSES
Insert a memory card with a save of *Tiger Woods 2002* on it whilst loading up this game, you'll be get the Black Rock Cove course.

TIGER WOODS 2004

Select 'Password' from the Options Menu and enter any of the following as case-sensitive codes. A voice will say 'Oh yeah' to confirm correct code entry.

CODE	UNLOCKS
THEKITCHENSINK	All golfers and courses
CANYOUPICKONE	All golfers
ALLTHETRACKS	All courses
ACEINTHEHOLE	Cedric 'Ace' Andrews
CEDDYBEAR	Cedric The Entertainer
DISCOKING	Dominic 'The Don' Donatello
DTBROWN	Felicia 'Downtown' Brown
EDDIE	Edwin 'Pops' Masterson
ICYONE	Erica 'Ice' Von Severin
DWILBY	Hamish 'Mulligan' McGregor
ERUPTION	Moa 'Big Mo' Ta'a Vatu
SHORTGAME	Solita Lopez
4REDSHIRTS	Sunday Tiger Woods
EMERALDCHAMP	Takeharu 'Tsunami' Moto
BEVERLYHILLS	Val 'Sunshine' Summers
THENEWLEFTY	Melvin 'Yosh' Tanigawa
sherwood target	Target World Challenge Game

TIME CRISIS 2

ORANGE GUYS
When playing solo it is possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

YELLOW GUYS
When terrorists dressed in yellow appear, shoot them quickly to get big bonus points.

AUTOMATIC WEAPONS
Complete Story Mode twice.

UNLIMITED AMMO
Complete Story Mode three times.

WIDE-EFFECT AMMO
To get this improved ammunition complete Story Mode four times.

MIRROR MODE
Complete Story Mode without using any continues at all.

UNLIMITED CREDITS
To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits!

TOCA RACE DRIVER

ALL CARS
Enter CARS as a code at the Bonus Screen to unlock every car in Free Time Mode.

ALL TRACKS
Enter TRACKS as a code at the Bonus Screen to unlock every track in Free

TIME MODE
Realistic handling
Enter SIM as a code at the Bonus Screen to make the cars handle more authentically.

BETTER DAMAGE
Enter DAMAGE as a code at the Bonus Screen to cause more dramatic damage to each car when they are struck.

VIEW CREDITS
Enter CREDITS as a code at the Bonus Screen to view a full list of the game's creators.

BONUS COMPETITIONS
When you complete the LOLA World Championship, you need $8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

TONY HAWK'S PRO SKATER 3

A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters!

MASTER CODE
Go to the Options Menu and select Cheats. Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

ALL CHEATS AND CHARACTERS UNLOCKED
Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

LEVEL SELECT
Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

UNLOCK ALL FMV
Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences.

MINI HAWKS
On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

TUROK: EVOLUTION

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start or else it won't work.

Invincibility
emerpus
Invisibility
sllewgh
Unlimited ammo
madman
Unlock all levels
sellout
Unlock all weapons
texas

TWISTED METAL: BLACK

CHEAT CODES
Whilst locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down L1 + R1 + L2 + R2.

Invincibility
↑, ↓, ←, →, →, ←, ↓, ↑
Mega Machine-guns
⊗, ⊗, △
One-hit kills
⊗, ⊗, ↑

TOP 5 INVENTIONS

Brain-busting creations Ant Stevenson reckons will change the world.
• Ant wins an Xploder courtesy of Blaze.

1. EIGHT METRE LONG SOLAR AIRSHIP
Simply hold the 'airship' up to the 'sun' and it inflates, 'turning' into an eight metre schlonger that could potentially reach 30,000 feet. A bit like a kite. But more embarrassing.

2. STERI-PEN
In an age of terrorism, what better way to increase paranoia than the ultra-violet Steri-pen. "Hold it over tap water to kill 99.9% of toxins," says Ant. Next: the Steri-Bomb. Place it inside your lounge when you go on holiday to blow waiting burglars into hard, fleshy chunks.

3. FORD THINK CAR
Not, in fact, a car controlled by thought, but a 65mph electric car running off 18 batteries. "What a great idea!" reckons Ant. Great for 55 miles, until it runs out of juice.

4. SATELLITE RADIO
Costs $1,000. Or you can just use the radio you've got in your car.

5. CELLO GT2 GUITAR/ CD PLAYER/RADIO
"It's a guitar... with a built-in CD and radio!" beams Ant. *Right*. Call us old fashioned, but we prefer to play the guitar when there's no music on the old 'beat box'. Or, play music when there's no sausage-fingered 15 year old twanging 'Smells like Teen Spirit' with a look-at-me-I'm-just-like-Hendrix-style gurn on his face.

EYES OF A HAWK

TONY HAWK'S UNDERGROUND

THE BEST SECRETS FROM THE BEST 'BOARDER' OUT THERE...

PERFECT RAIL BALANCE
Select "Cheat Codes" at the options menu, then enter letitslide as a code.

PERFECT MANUALS
Select "Cheat Codes" at the options menu, then enter keepitsteady as a code.

MOON GRAVITY
Select "Cheat Codes" at the options menu, then enter getitup as a code. Worth remembering, this doesn't work when driving, though.

ALL FMV SEQUENCES
Select "Cheat Codes" at the options menu, then enter digivid as a code.

COOL SPECIALS
Get all 129 goals.

KID MODE
Get all 129 goals.

ROLLERSKATES
Get all 129 goals.

FLAME
Get all 129 goals.

ALWAYS SPECIAL
Get all 129 goals.

PERFECT SKITCH
Get all 129 goals.

HOTTER THAN HELL LEVEL
Get the last goal (Kill Eric's Best Line) to unlock the Hotter Than Hell level, which features Kiss. You will also unlock the Helicopter FMV sequence.

PLAY AS GENE SIMMONS
Successfully complete the Story Mode on the normal difficulty setting.

PLAY AS IRON MAN
Successfully complete the Story Mode on the beginner difficulty setting.

PLAY AS T.H.U.D.
Successfully complete Story Mode on the sick difficulty setting.

PLAY AS PEDESTRIANS
Clear all gaps in the game.

CREATE-A-DECK MODE
Successfully complete Slamma Jamma in Story Mode.

KISS CONCERT FMV SEQUENCE:
Collect all the letters that spell K-I-S-S in the Hotter Than Hell level. This will unlock the Kiss FMV sequence. Then, collect K-I-S-S again. This will start the KISS Concert. Like, brilliant.

BAILS 1 FMV SEQUENCE
Collect three secret tapes.

BAILS 2 FMV SEQUENCE
Collect six secret tapes.

ALWAYS HARD FMV SEQUENCE
Collect nine secret tapes.

LOST FOOTAGE FMV SEQUENCE
Complete the game under the too easy and beginner difficulty settings to unlock a new "Lost Footage Tape", in which instead of challenging Eric, you punch him and take the tape. Chortle.

ALTERNATE ENDING

SEQUENCE
Successfully complete the Story Mode twice or complete sick mode to view an alternate ending sequence.

God mode
↑, ⊗, ←, ◎
Weapons for health
△, ⊗, ⊡, ◎

U IS FOR...

UFC THROWDOWN

SILVER BELT
Successfully complete UFC Mode with a default or created character to win the Silver belt.

GOLD BELT
Win the Silver belt with any character and enter the UFC Mode. Select the 'Free Weight' Option, then select the same character. Complete UFC Mode again.

PLAY AS MARIO YAMASAKI
Win the Gold belt with a default character to unlock the nasty piece of work that is Mario Yamasaki.

PLAY AS JOHN MCCARTHY
Successfully complete all challenges with Mario Yamasaki. Then, at the character selection screen, highlight Mario Yamasaki and hold L1.

PLAY AS LORENZO FERTITTA
Win the Gold belt in UFC Mode with a created character to unlock Lorenzo Fertitta.

PLAY AS DANA WHITE
Successfully complete all challenges with Lorenzo Fertita. Then, at the character selection screen, highlight Lorenzo Fertita and hold L1.

KUNG-FU STYLE
Successfully complete Career Mode with a kick boxer.

KARATE FIGHTING STYLE
Successfully complete Career Mode with a created Sumo fighter to unlock the Karate fighting style.

NIN-JITSU FIGHTING STYLE
Successfully complete Career Mode with a karate fighter to unlock the Nin-Jitsu fighting style to use for created characters.

PLAY AS BRUCE BUFFER
Win the Gold belt in UFC Mode with a default character to unlock Bruce Buffer who will kick some ass for you!

UNREAL TOURNAMENT

CHEAT CODES
Enter the following codes after pausing the game at any point...

Level skip
↑, ↓, ←, →, →, ←, ◎

Invincibility
⊡, ◎, ←, →, ◎, ⊡

Full ammo
←, →, ◎, ◎, ◎, →, ←

All characters
←, ←, ◎, ◎, →, ←, ⊗

LEVEL SELECT
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press: ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

FATBOY MUTATOR
At the main menu, press ◎, ◎, ◎, ↑, ↓, ↓, ↑, ◎, ◎, ◎. Select multiplayer mode and choose the Fatboy Mutator. Get killed to have the new Mutator get thinner. Get a kill to have the Mutator get bigger.

STEALTH MUTATOR
At the main menu, press ⊡, ⊡, ◎, ◎, ⊡, ⊡ ◎, ◎. Select multiplayer mode and choose the Stealth Mutator.

BIG HEAD MODE
At the main menu, press ←, →, ←, →, ←, →, ◎, ◎, ◎. Select multiplayer mode, highlight the 'Mutators' option and press ⊗. Highlight the new 'Big Head' option, then press →, ⊗.

V IS FOR...

V-RALLY 3

Are there any hidden cars in V-Rally 3? You bet your fluffy dice there are! Below is a list of the four additional vehicles available and how to unlock them. Once unlocked, you can select these four-wheeled fancies by choosing the Bonus Cars option from the Car Category Menu.

MITSUBISHI LANCER EVOLUTION VI
Win the 1.6L Championship in V-Rally Mode.

SUBARU IMPREZA 2000
Win the 2.0L Championship in V-Rally Mode.

SEAT CORDOBA REPSOL
Successfully complete the Challenge Mode.

TOYOTA COROLLA V-RALLY
Set a record time for every track.

REVERSED TRACKS
In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

HOVER-CARS
Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

VIRTUA FIGHTER 4

PLAYING AS DURAL
Beat Dural in the Kumite Mode then she'll (yes, that is a 'she' by all accounts) become playable in Versus Mode. You'll be glad to have on your side even if she isn't the sexiest of birds.

PLAYABLE TRAINING STAGES
Below is how to get the three extra training stages for use in Versus Mode. Nice scenery!

TRAINING STAGE ONE
Gain 1st Dan rank in Kumite Mode.

TRAINING STAGE TWO
Gain 5th Dan rank in Kumite Mode.

TRAINING STAGE THREE
Gain Monarch rank in Kumite Mode.

UNLOCKING DURAL'S STAGE
Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage – The Hangar. Thankfully, it's about as girly as she is.

VIRTUA FIGHTER 1 MODELS
Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold R1 (or Punch + Kick if you prefer) until the round starts. Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy way back in the day.

WAKEBOARDING UNLEASHED

CLEAR ALL GAPS
At the Main Menu press: R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2 R2, R1, L1, L2, R2
The message 'Wakeboarding Royalty' will appear to confirm correct code entry. Boarders also ride wearing crowns.

UNLOCK SECOND AND THIRD BOARDS
At the Main Menu press: ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓, ↑, ←, →, ↓
The message 'You got all the boards...or did you' will appear to confirm correct code entry.

UNLOCK ALL LEVELS
At the Main Menu press: ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎, △, △, △, △, ⊡, ◎, △
The message 'Travel Visa Approved' will appear to confirm correct code entry.

WIPEOUT FUSION

Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

Features unlocked
⊗, △, ◎, △, ◎
Unlimited weapons
△, ◎, ⊗, ◎, ⊡
Unlimited shields
△, △, ⊡, ⊡, ⊡
Retro ships
⊗, ◎, △, ⊡, ⊗
Animal ships
△, ◎, ◎, △, ⊗
Fast ships
⊡, ⊗, ⊗, ⊗, △

WORLD CHAMPIONSHIP SNOOKER 2003

RACE GRIFFIN

WRC II EXTREME

CODES TO HELP YOU MASTER THE TRACKS.

Enter the following cheats in the secrets menu to get even more from this already very good game.

CHROME	Very reflective car
DISCO	Disco lights effect
NITRO	Power boost
MOBLUR	Motion blur
UFOPTER	UFO effect
KANGAROO	Bouncy suspension
HELIUM	High pitched co-driver
EVOS	All bonuses unlocked

Input the following code at the Main Menu to unlock everything
R1, L1, ⊡, △, ⊡, R1

WORLD RALLY CHAMPIONSHIP

At last – some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little then select the Extra option from the main menu, then enter any of the following in the Code section.

Greater acceleration
EVOPOWER

Comedy commentary
HELIUMAID

No chassis
THATSSTUPID

Flying cars (in replays)
FLOATYLIGHT

Overhead camera
DOWNBELOW

Reversed camera
ONTHECEILING

Underwater graphics
WIBBLYWOBBLY

Psychedelic graphics
IMGOINGCRAZY

WWE CRUSH HOUR

CODES

All levels and characters/vehicles
At the Character/Vehicle selection screen, press:
⊡, L2, R2, ◎, ⊡, L1, L1, L2

Fill Special Meter quickly
Pause during game play, hold L3 and press: △, ◎, ◎, ◎, ◎

Unlimited turbo
Pause during game play, hold L3 and press: ⊗, L1, R1, R2, △

X IS FOR...

X2: WOLVERINE'S REVENGE

UNLOCK LEVEL SELECT
Press △, ◎, △, ⊡, △, ◎, L1 + R1 at the Main Menu to activate this cheat.

UNLOCK ALL COSTUMES, CEREBRO FILES AND MOVIES
Press △, ◎, △, ⊡, ⊡, ⊡, L1 + R1 at the Main Menu.

UNLOCK CHEATS OPTION
Press △, △, ◎, ◎, ⊡, ⊡, ◎, ◎, L1 + R1 + L2 + R2 at the Main Menu. A Cheats Menu is then accessible by pausing the game. The Cheats Menu consists of Invulnerability and Freeze Frame options which you can switch on and off.

Z IS FOR...

ZONE OF THE ENDERS

REFILL AMMO AND HEALTH
Pause the game and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.

UNLOCK VERSUS MODE
At the 'Press Start' screen, press ◎, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑

ZONE OF THE ENDERS: THE 2ND RUNNER

Here's how to get the best out of your mech and go heavy metal...

EXTRA JEHUTY OFS
Complete the game to unlock the additional Jehuty Orbital Frames: Jehuty Ver.2, Damaged Jehuty and Naked Jehuty. These can be used when playing through the game again after loading your 'Clear Data' game save. They can also be used in Extra Missions and, with the exception of Naked Jehuty, Versus Mode.

UNLIMITED SUBWEAPON ENERGY
Successfully complete the game and restart from your 'Clear Data' game save. Select Naked Jehuty as your OF and equip all subweapons. You can now play through the game with unlimited subweapon energy.

UNLOCK ZORADIUS MINI-GAME
Successfully complete the game and choose the 'Extra Missions' options from the Main Title screen. Choose any of the Jehuty OFs at the Character Selection screen, but notice that the box below Naked Jehuty is filled with a '?'. Once you have selected a character, choose 'Boss Battle' at the Mode Selection screen and then choose to fight against Vic Viper, which is Stage 03. When the mission starts, pause the game and enter the following code: ↑, ↑, ↓, ↓, ←, →, ←, →, L1, R1.

Exit and return to the Extra Missions Character Selection screen. Vic Viper should now be a selectable character below Naked Jehuty. Choose Vic Viper to play the Zoradius mini-game.

ZORADIUS POWER-UP CHEAT
Begin the Zoradius mini-game, pause the game and enter the following code: ↑, ↑, ↓, ↓→, ←, →, L1, R1. This will give you all power-ups except Speed Up.

UNLOCK NAKED JEHUTY IN VERSUS MODE
Successfully complete the game and restart from your 'Clear Data' game save, but make sure you are NOT playing as Naked Jehuty. Play almost all the way through the game, up to the point where you descend down a sloped underground cargo route (just after the massive LEV battle).

When you reach the cargo route exit (which leads to the tunnel where the energy beam pushes Jehuty back), look below the exit and you'll see two corridors that are blocked by red lasers.

Shoot the lasers to disable them and go through into a secret area. Inside you'll fight Naked Jehuty – defeat it and grab the Vs Mech icon.

A TO Z TOP FIVES

In association with XPLODER

Send us in your top five and you could win a Region Free DVD, allowing you to play American and Japanese DVDs on your UK PS2!

MY TOP FIVE ARE...
1. ______________________
2. ______________________
3. ______________________
4. ______________________
5. ______________________

I am ______________________

And I live at ______________________

SEND THIS FORM TO: TOP FIVES (A to Z),
Cheatzone, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL TOP FIVES TO: cheatzone@futurenet.co.uk

ACTION REPLAY

The best new codes for Datel's cheat system...

MEDAL OF HONOR: RISING SUN

Master Code
0E3C7DF2 1853E59E
7EA9CC7D BCDECDFF
CAF25ACD BCA99B83

Infinite Health
DE83374A E0AB9B84
Max Ammo
DE9A060E BCA99B83
DE9A061E E0AB9E6A
Infinite Ammo
DE99F072 BCA99B83
Extra Ammo
0E99F072 BCA99A82
CE99F072 BCA99B84
Nobody Shoots But You
DE82B956 BF899B8B
DE82B952 BCA99B83
Max Grenades Range Attack
DEA91636 FB299B83
Big Jumps
DE83B5FA F8AA55C3
Ultra Big Jumps
DE83B5FA F8AA5583
Moonjump
DE8FFFFE F8AAD983
DE8FFFFA 002AA383
DE8FFF86 C4AF6DC9
0EB1DF38 BCA98A82
DE83B58E C4AC9A43
0EB1DF38 BCA99A82
DE83B58E 82EA9DBB
Press L3+Up to activate

Quicker Game
0EB1DF38 BCA99A70
DEA9099E FC299B83
0EB1DF38 BCA99A70
DE97EC72 BCA99B83
Press L3+Down to activate

Hypermode
0EB1DF38 BCA99A40
DEA9099E FDE99B83
0EB1DF38 BCA99A40
DE97EC72 BCA99B83
Press L3+Right to activate

Slow Motion
0EB1DF38 BCA99A60
DEA9099E FAE99B83
0EB1DF38 BCA99A60
DE97EC72 BCA99B83
Press L3+Left to activate.

Normal Speed
0EB1DF38 BCA99A00
DE97EC72 A2DD88A3
Have All Storyboards
DE951B9E E0AC9A82
DE951B9A 682CDADB
Have All Valor In History
DE951B1E E0AC9A82
DE951B1A 682CDADB
Have All Movies
DE97CD4E E0AB9B84
DE97CD4A 604BDF71
Have All Medals
DE97896E 682B9B83
DE978966 E0AB9A82
Have All Bonuses
DE97893A E0AB9A82
DE9789C2 682B9B83
Have All Missions
DE978BEA E0AB9A82

NEED FOR SPEED: UNDER-GROUND

Master Code
0E3C7DF2 1853E59E
EEA3EF5A BCA99C80

Max Cash
DEB42482 C19E7B82
Max Circuit Starts
DEB3A502 C19E7B82
Max Circuit Wins
DEB3A50E C19E7B82
Max Circuit Style
DEB3A50A C19E7B82
Max Style
DEB49C6A C19E7B82

Stacks Of Extras Unlocked A
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435CE BEAB9D85
DEB435CA BEAB9D85
DEB435D6 BEAB9D85
DEB435D2 BEAB9D85
DEB435DE BEAB9D85
DEB435DA BEAB9D85
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435EE BEAB9D85

Stacks Of Extras Unlocked B
DEB435EA BEAB9D85
DEB435F6 BEAB9D85
DEB435F2 BEAB9D85
DEB434FE BEAB9D85
DEB434FA BEAB9D85
DEB43486 BEAB9D85
DEB43482 BEAB9D85
DEB4348E BEAB9D85
DEB4348A BEAB9D85
DEB43496 BEAB9D85
DEB43492 BEAB9D85
DEB4349E BEAB9D85
DEB4349A BEAB9D85
DEB434A6 BEAB9D85
DEB434A2 BEAB9D85
DEB434AE BEAB9D85
DEB434AA BEAB9D85
DEB434B6 BEAB9D85
DEB434B2 BEAB9D85
DEB434BE BEAB9D85
DEB434BA BEAB9D85
DEB43446 BEAB9D85
DEB43442 BEAB9D85
DEB4344E BEAB9D85

MANHUNT

Master Code
0E3C7DF2 1853E59E
EE8BF1BA BCA99C80
Players must have a memory card in either slot for the Autosave feature to save the levels open

Open All Levels
CE40DFFA BCA99B84
CE40DF2A BCA99B84
CE40DE5A BCA99B84
CE40DD8A BCA99B84
CE40DD3A BCA99B84
CE40DC6A BCA99B84
CE40D39A BCA99B84
CE40D3CA BCA99B84
CE40D27A BCA99B84
CE40D1AA BCA99B84
CE40D1DA BCA99B84
CE40D00A BCA99B84
CE40D7BA BCA99B84
CE40D7EA BCA99B84
CE40D61A BCA99B84
CE40D54A BCA99B84
CE40D4FA BCA99B84
CE40D42A BCA99B84
CE40CB5A BCA99B84
CE40CA8A BCA99B84

All Levels Max Stars
CE40DF86 BCA99B88
CE40DF36 BCA99B88
CE40DE66 BCA99B88
CE40DD96 BCA99B88
CE40DDC6 BCA99B88
CE40DC76 BCA99B88
CE40D3A6 BCA99B88
CE40D3D6 BCA99B88
CE40D206 BCA99B88
CE40D1B6 BCA99B88
CE40D1E6 BCA99B88
CE40D016 BCA99B88
CE40D746 BCA99B88
CE40D7F6 BCA99B88
CE40D626 BCA99B88
CE40D556 BCA99B88
CE40D486 BCA99B88
CE40D436 BCA99B88
CE40CB66 BCA99B88
CE40CA96 BCA99B88

HARRY POTTER: QUIDDITCH WORLD CUP

Master Code
0E3C7DF2 1853E59E
EEAA5C92 BCDD3DA2

P1 Infinite Boost
DE8FFFFE F8AADA03
DE8FFFFA F8AD9BC6
DE8FFF86 682ADA47
DE8FFF9E BF899B8B
DE872396 C4AC9A43

All Cards
D1C2D97E BBA89A82
D1C2D97A BBA89A82
D1C2D906 BBA89A82
D1C2D902 BBA89A82
D1C2D90E BBA89A82
D1C2D90A BBA89A82
D1C2D916 BBA89A82
D1C2D912 BBA89A82

RATCHET AND CLANK 2

0E3C7DF2 1853E59E
EE8C9DF2 BCBBFC82

Infinite Health
DE863362 BCA99BE7

Moonjump
DE8FFFFE F8AB9B97
DE8FFFFA 40EB1D9F
DE8FFF86 E0AA5A82
DE8FFF82 D0EA9B87
DE8FFF96 F8AAD983
DE8FFF92 68EA3A1B
DE8FFF8A F8AB9B9C
DE8FFF9A BF899B8B
DE8D4F16 C4AC9A43

Max Bolts
DE84847E BC399B83
Max Nanotech Level
DE848416 BCD89B83
Max Raritanium Level
DE84847A BC399B83
Max Crystals
CE848418 BCA9C292
Max Moonstones
CE84841A BCA9C292

40 Platinium Bolts
DE8543FE BDAA9C84
DE8543FA
BDAA9C84
DE854386
BDAA9C84
DE854382
BDAA9C84
DE85438E
BDAA9C84
DE85438A
BDAA9C84
DE854396
BDAA9C84
DE854392 BDAA9C84
DE85439E BDAA9C84
DE85439A BDAA9C84

Enable Weapons Codes
Clank Zapper
FE847B01 BCA99B84

Bomb Glove
FE847B02 BCA99B84

Visibomb Gun
FE847B0C BCA99B84
Sheepinator
FE847B0E BCA99B84
Decoy Glove
FE847B09 BCA99B84
Tesla Claw
FE847B08 BCA99B84
Chopper
FE847B14 BCA99B84
Pulse Rifle
FE847B17 BCA99B84
Seeker Gun
FE847B16 BCA99B84
Hoverbomb Gun
FE847B11 BCA99B84
Blitz Gun
FE847B10 BCA99B84
Minirocket Tube
FE847B13 BCA99B84
Plasma Coil
FE847B12 BCA99B84
Lava Gun
FE847B1D BCA99B84
Lancer
FE847B1C BCA99B84
Synthenoid
FE847B1F BCA99B84
Spiderbot Glove
FE847B1E BCA99B84
Bouncer
FE847B25 BCA99B84
Miniturret Glove
FE847B21 BCA99B84
Gravity Bomb
FE847B2E BCA99B84
RYNO II
FE847B22 BCA99B84
Zodiac
FE847B23 BCA99B84
Shield Charger
FE847B2D BCA99B84
Walloper
FE847B35 BCA99B84
Infinite Ammo Codes
Chopper
DE8B675E BCA99BA6
Pulse Rifle
DE8B675A BCA99B8B

Seeker Gun
DE8B6766 BCA99B9C

Hoverbomb Gun
DE8B6762 BCA99B8D

Blitz Gun
DE8B676E BCA99B9C

Minirocket Tube
DE8B676A BCA99B9C

Plasma Coil
DE8B6776 BCA99B92

Lava Gun
DE8B6772 BCA99B4B

Lancer
DE8B677E BCA99B4B

Synthenoid
DE8B677A BCA99B8F

Spiderbot Glove
DE8B6706 BCA99B8B

Bouncer
DE8B6712 BCA99B9C

Miniturret Glove
DE8B6722 BCA99B97

Gravity Bomb
DE8B672E BCA99B8B

Zodiac
DE8B672A BCA99B87

RYNO II
DE8B6736 BCA99BE7

Shield Charger
DE8B6732 BCA99B88

Weapon Upgrade Codes
Multi-Star
DE8B65BE BCA9FB83

Vaporizer
DE8B65BA BCA9FB83

HK22 Gun
DE8B6546 BCA91F83

Tetrabomb Gun
DE8B6542 BCAA5B83

Blitz Cannon
DE8B654E BCA9FB83

Megarocket Cannon
DE8B654A BCABBB83

Plasma Storm
DE8B6556 BCABBB83

Meteor Gun
DE8B6552 BCABBB83

Heavy Lancer
DE8B655E BCA9FB83

Kilonoid
DE8B655A BCA93B83

Tankbot Glove
DE8B6566 BCA91B83

Heavy Bouncer
DE8B6572 BCA98B83

Megaturret Glove
DE8B6502 BCA9FB83

Mini-Nuke
DE8B650E BCA9FB83

Tesla Barrier
DE8B6512 BCA9FB83

Enable Gadgets
Heli-Pack
FE847B78 BCA99B84

Thruster Pack
FE847B7B BCA99B84

Swingshot
FE847B0D BCA99B84

Gravity Boots
FE847B0B BCA99B84

Grind Boots
FE847B0A BCA99B84

Dynamo
FE847B1A BCA99B84

Tractor Beam
FE847B2C BCA99B84

Thermanator
FE847B27 BCA99B84

Charge Boots
FE847B34 BCA99B84

Hypnomatic
FE847B37 BCA99B84

Enable Items Codes
Hydro-Pack
FE847B7A BCA99B84

Mapper
FE847B05 BCA99B84

Commando Suit
FE847B04 BCA99B84

Armor Magnetizer
FE847B07 BCA99B84

Levitator
FE847B06 BCA99B84

Glider
FE847B15 BCA99B84

Electrolyzer
FE847B24 BCA99B84

Megacorp Helmet
FE847B2F BCA99B84

Biker Helmet
FE847B2E BCA99B84

Box Breaker
FE847B28 BCA99B84

Infiltrator
FE847B2B BCA99B84

All Weapons/Items/Gadgets
DE847B7E BDAA9C84
DE847B7A BDAA9C84
DE847B06 BDAA9C84
DE847B02 BDAA9C84
DE847B0E BDAA9C84
DE847B0A BDAA9C84
DE847B16 BDAA9C84
DE847B12 BDAA9C84
DE847B1E BDAA9C84
DE847B1A BDAA9C84
DE847B26 BDAA9C84
DE847B22 BDAA9C84
DE847B2E BDAA9C84
DE847B2A BDAA9C84

In-Game Cheats
Big Head Rachet
FE8484C1 BCA99B84

Tux Rachet
FE8484C8 BCA99B84

Big Head Clank
FE8484C3 BCA99B84

Mirror Levels
FE8484C2 BCA99B84

Big Head Actors
FE8484C6 BCA99B84

Funny Side Rachet
FE8484C9 BCA99B84

Big Head Enemies
FE8484CF BCA99B84

Beach Boy
FE8484CB BCA99B84

Snow Dude
FE8484C0 BCA99B84

Other Unlocks
First Person Mode
DE84840E BDAA9C84

SMACK DOWN! HERE COMES THE PAIN

Master Code
0E3C7DF2 1853E59E
EE8D0122 BCBA9032

Disable AI
(L3 to Activate,R3 to Stop)
Open Locked Options
DEAE996E E0AB9B84
Infinite Smackdown Use
DE83453A BCA99B83
Items In Shop Cost Nothing
DEAE9F42 E0AB9B83
No Exp Needed for Attr. Pts
DE8C20B6 E0AB9B83
DE901B6A E0ACC292

FIFA 2004

Master Code
0E3C7DF2 1853E59E
EEBC316A BCEB60FA
Max Prestige Points: Career
DED67926 BCA99E6B
Position 1 Scores 9 Goals
DE45E11E BCA99B8C
Position 2 Scores 9 Goals
DE45E11A BCA99B8C
Position 1 Scores 0 Goals
DE45E11E BCA99B8C
Position 2 Scores 0 Goals
DE45E11A BCA99B8C
Goalkeepers are rubbish
DEB4DDC2 BBA89A82

TRUE CRIME: STREETS OF LA

Master Code
0E3C7DF2 1853E59E
EE8E412A BCB9503A
Max Badges
CEB5027A BCA9C292
Quick Badge Increase
CEB5027E BCA99BE6
L3 = More Mission Time
0EB58C98 BCA99A80
DE692C5E BCB38F5F

CHEAT!
OVER 12,000 PS2 CODES IN OUR A TO Z!

0EB58C98 BCA99A80
DE692C66 BCB38F5F

R3 = No Mission Time
0EB58C98 BCA99A7E
DE692C5E BCA99B83
0EB58C98 BCA99A7E
DE692C66 BCA99B83

Extra Cars In Impound Lot
FE69219A BCA99B86

All Driving Upgrades
CE692192 BCA99A82

All Combat Moves
CE6922DA BCA99A82

All Guns & Gun Upgrades
CE692206 BCA99A82

GRAND THEFT AUTO: VICE CITY

MASTER CODE
0E3C7DF2 1853E59E
EE8CDC8A BCBBBD9A

LIFE CODES:

Infinite Health
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 BF899B8B
DE8FFF82 02A99BA7
DE91CA1A C8AC9A43

Infinite Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEF
DE8FFF86 BF899B8B
DE8FFF82 02A9A3B9
DE91CA1A C8AC9A43

Infinite Health And Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 68EE9EEF
DE8FFF82 BF899B8B
DE8FFF8E 02A99BA7
DE91CA1A C8AC9A43

Freeze Mission Timer
DE97F3E6 BCA99B83

Maximum Money
DE4279D2 C19E7B82
DE4279DE C19E7B82

Walk Through Walls (L3+L2 to activate, L3+R2 to stop)
0E42EEF8 BCA99980
DE8B2776 BCA99B83
0E42EEF8 BCA99880
DE8B2776 C8B7AEE3

Infinite Ammo
DE89766E E0EB9B83
DE8976C6 E0EB9B83
DE897EF2 E0EB9B83
DE897D5E E0EB9B83

Never Lose Weapons
DE83D4CE BF899B8B
DE83D4CA BCA99B83

Cops Have No AI
DE85675E BF899B8B
DE85675A BCA99B83

Slow Motion (Press L2+R2+DOWN)
0E42EEF8 BCA99742
DEB3DA56 FA299B83

Normal game speed (Press L2+R2+Select)
0E42EEF8 BCA99781
DEB3DA56 FB299B83

Disable Car Damage
DE887302 BCA99B83

Loads of Pedestrians
DEB44076 FE299B83

Loads of Traffic
DEB4478E FE299B83

PRO EVOLUTION SOCCER 3

Master Code
0E3C7DF2 1853E59E
E1F50CAA BDB28DBA

Unlock All Shop Items
D1B1F3FA BBA89A82
D1B1F386 BBA89A82
D1B1F382 BBA89A82

Win All Trophies
D1B1F38E BBA89A82

Infinite Transfer Points
D14DA2B6 C19E7B82

Bigger Created Characters
F15CED4B BCA99B82

Home Team Scores 99 (Press R3+L3+L1 to activate)
01AEBC8A BCA9927C
C1489C72 BCA99BE6

Home Team Scores 0 (Press R3+L3+L2 to activate)
01AEBC8A BCA9997C
C1489C72 BCA99B83

Away Team Scores 99 (Press R3+L3+R1 to activate)
01AEBC8A BCA9967C
C1486BE2 BCA99BE6

Away Team Scores 0 (Press R3+L3+R2 to activate)
01AEBC8A BCA9927C
C1486BE2 BCA99B83

THE SIMS: BUSTIN' OUT

Master Code
0E3C7DF2 1853E59E
EE9C3B52 BCCB56E2

Display Debug Info
DEBF6B4A BCA99B84

General Comments On
DEBF6B62 BCA99B84

All Objects Unlocked
DEBF6B56 BCA99B84

All Locations
CEBF6B52 BCA99B84

Secret Interactions
DEBF6B66 BCA99B84

100% Friendship – Any Sim
DEAB8716 E0BC9BE7

Free Play Mode
DEBF81AA 051DBE73

Have Decorative Lawn Gnome
CEBF7478 BCA99B84

Have Money Lawn Gnome
CEBF7478 BCA99B86

Have Motive Lawn Gnome
CEBF7478 BCA99B87

No Hunger Decrease
DEBF82EA BCA99B83

No Hygene Decrease
DEBF8186 BCA99B83
DEBF8182 BCA99B83

No Energy Decrease
DEBF82CA BCA99B83
DEBF82D6 BCA99B83

No Social Decrease
DEBF82F6 BCA99B83
DEBF82F2 BCA99B83

No Comfort Decrease
DEBF82E2 BCA99B83
DEBF82EE BCA99B83

No Bladder Decrease
DEBF818E BCA99B83
DEBF818A BCA99B83

No Fun Decrease
DEBF81FE DCE81087

Everything's Free
DEBF6B4E BCA99B83
DEAB1EC2 BCA99B83

SSX 3

Master Codes
0E3C7DF2 1853E59E
EEBF0762 BCE892F2

ZOE CODES

Max Acceleration
FEB44E26 BCA99BBA

Max Tricks
FEB44E21 BCA99BBA

Max Edging
FEB44E20 BCA99BBA

Max Spin
FEB44E23 BCA99BBA

Max Toughness
FEB44E22 BCA99BBF

Max Stability
FEB44E2D BCA99BBF

Max Speed
FEB44E27 BCA99BBF

Max Cash
DEB44F02 C19E7B82
DEB44F0E C19E7B82

All Rewards
DEB443F6 BBA89A82
DEB443F2 BBA8A282
DEB442FE BBA89A82
DEB442FA BBA89A82
DEB44286 BBA89A82
DEB44282 BBA89A92
DEB4428E BBA89A82
DEB4428A BBA89A82
DEB44296 BBACAA82
DEB44292 BBB89A82
DEB4429E BCA9AA82

MOBY CODES

Max Cash
DEB48D62 C19E7B82
DEB48D6E C19E7B82

Max Acceleration
FEB48C06 BCA99BBA

Max Edging
FEB48C00 BCA99BBA

Max Speed
FEB48C07 BCA99BBA

Max Spin
FEB48C03 BCA99BBA

Max Stability
FEB48C0D BCA99BBA

Max Toughness
FEB48C02 BCA99BBA

Max Tricks
FEB48C01 BCA99BBA

Max All Stats
FEB48C07 BCA99BBA
DEB48C06 F3E0D2BA
CEB48C02 BCA9D2BA

All Rewards
DEB481D6 BBA89A82
DEB481D2 BBA8A282
DEB481DE BBA89A82
DEB481DA BBA89A82
DEB481E6 BBA89A82
DEB481E2 BBA89A92
DEB481EE BBA89A82
DEB481EA BBA89A82
DEB481F6 BBACAA82
DEB481F2 BBB89A82
DEB480FE BCA9AA82

PSYMON CODES

Max Cash
DEB40922 C19E7B82
DEB4092E C19E7B82

Max Acceleration
FEB408C6 BCA99BBA

Max Edging
FEB408C0 BCA99BBA

Max Speed
FEB408C7 BCA99BBA

Max Spin
FEB408C3 BCA99BBA

Max Stability
FEB408CD BCA99BBA

Max Toughness
FEB408C2 BCA99BBA

Max Tricks
FEB408C1 BCA99BBA

Max All Stats
FEB408C7 BCA99BBA
DEB408C6 F3E0D2BA
CEB408C2 BCA9D2BA

All Rewards
DEB40C96 BBA89A82
DEB40C92 BBA8A282
DEB40C9E BBA89A82
DEB40C9A BBA89A82
DEB40CA6 BBA89A82
DEB40CA2 BBA89A92
DEB40CAE BBA89A82
DEB40CAA BBA89A82
DEB40CB6 BBACAA82
DEB40CB2 BBB89A82
DEB40CBE BCA9AA82

GRIFF CODES

Max Cash
DEB43F8A C19E7B82
DEB43F96 C19E7B82

Max Acceleration
FEB43EAE BCA99BBA

Max Edging
FEB43EA8 BCA99BBA

Max Speed
FEB43EAF BCA99BBA

Max Spin
FEB43EAB BCA99BBA

Max Stability
FEB43EB5 BCA99BBA

Max Toughness
FEB43EAA BCA99BBA

Max Tricks
FEB43EA9 BCA99BBA

Max All Stats
FEB43EAF BCA99BBA
DEB43EAE F3E0D2BA
CEB43EAA BCA9D2BA

All Rewards
DEB4337E BBA89A82
DEB4337A BBA8A282
DEB43306 BBA89A82
DEB43302 BBA89A82
DEB4330E BBA89A82
DEB4330A BBA89A92
DEB43316 BBA89A82
DEB43312 BBA89A82
DEB4331E BBACAA82
DEB4331A BBB89A82
DEB43326 BCA9AA82

VIGGO CODES

Max Cash
DEB4F9AA C19E7B82
DEB4F9B6 C19E7B82

Max Acceleration
FEB4F84E BCA99BBA

Max Edging
FEB4F848 BCA99BBA

Max Speed
FEB4F84F BCA99BBA

Max Spin
FEB4F84B BCA99BBA

Max Stability
FEB4F855 BCA99BBA

Max Toughness
FEB4F84A BCA99BBA

Max Tricks
FEB4F849 BCA99BBA

Max All Stats
FEB4F84F BCA99BBA
DEB4F84E F3E0D2BA
CEB4F84A BCA9D2BA

All Rewards
DEB3FD1E BBA89A82
DEB3FD1A BBA8A282
DEB3FD26 BBA89A82
DEB3FD22 BBA89A82
DEB3FD2E BBA89A82
DEB3FD2A BBA89A92
DEB3FD36 BBA89A82
DEB3FD32 BBA89A82
DEB3FD3E BBACAA82
DEB3FD3A BBB89A82
DEB3FDC6 BCA9AA82

ELISE CODES

Max Cash
DEB42812 C19E7B82
DEB4281E C19E7B82

Max Acceleration
FEB42F36 BCA99BBA

Max Edging
FEB42F30 BCA99BBA

Max Speed
FEB42F37 BCA99BBA

Max Spin
FEB42F33 BCA99BBA

Max Stability
FEB42F3D BCA99BBA

Max Toughness
FEB42F32 BCA99BBA

Max Tricks
FEB42F31 BCA99BBA

Max All Stats
FEB42F37 BCA99BBA
DEB42F36 F3E0D2BA
CEB42F32 BCA9D2BA

All Rewards
DEB42386 BBA89A82
DEB42382 BBA8A282
DEB4238E BBA89A82
DEB4238A BBA89A82
DEB42396 BBA89A82
DEB42392 BBA89A92
DEB4239E BBA89A82
DEB4239A BBA89A82
DEB423A6 BBACAA82
DEB423A2 BBB89A82
DEB423AE BCA9AA82

NATE CODES

Max Cash
DEB4189A C19E7B82
DEB418A6 C19E7B82

Max Acceleration
FEB41FBE BCA99BBA

Max Edging
FEB41FB8 BCA99BBA

Max Speed
FEB41FBF BCA99BBA

Max Spin
FEB41FBB BCA99BBA

Max Stability
FEB41F45 BCA99BBA

Max Toughness
FEB41FBA BCA99BBA

Max Tricks
FEB41FB9 BCA99BBA

Max All Stats
FEB41FBF
BCA99BBA
DEB41FBE
F3E0D2BA
CEB41FBA
BCA9D2BA

All Rewards
DEB41C0E
BBA89A82
DEB41C0A
BBA8A282
DEB41C16 BBA89A82
DEB41C12 BBA89A82
DEB41C1E BBA89A82
DEB41C1A BBA89A92
DEB41C26 BBA89A82
DEB41C22 BBA89A82
DEB41C2E BBACAA82
DEB41C2A BBB89A82
DEB41C36 BCA9AA82

MAC CODES

Max Cash
DEB45EFA C19E7B82
DEB45E86 C19E7B82

Max Acceleration
FEB45D9E BCA99BBA

Max Edging
FEB45D98 BCA99BBA

Max Speed
FEB45D9F BCA99BBA

Max Spin
FEB45D9B BCA99BBA

Max Stability
FEB45DA5 BCA99BBA

Max Toughness
FEB45D9A BCA99BBA

Max Tricks
FEB45D99 BCA99BBA

Max All Stats
FEB45D9F BCA99BBA
DEB45D9E F3E0D2BA
CEB45D9A BCA9D2BA

All Rewards
DEB4526E BBA89A82
DEB4526A BBA8A282
DEB45276 BBA89A82
DEB45272 BBA89A82
DEB4527E BBA89A82
DEB4527A BBA89A92
DEB45206 BBA89A82
DEB45202 BBA89A82
DEB4520E BBACAA82
DEB4520A BBB89A82
DEB45216 BCA9AA82

ALLEGRA CODES

Max Cash
DEB46E72 C19E7B82
DEB46E7E C19E7B82

Max Acceleration
FEB46D16 BCA99BBA

Max Edging
FEB46D10 BCA99BBA

Max Speed
FEB46D17 BCA99BBA

Max Spin
FEB46D13 BCA99BBA

Max Stability
FEB46D1D BCA99BBA

Max Toughness
FEB46D12 BCA99BBA

Max Tricks
FEB46D11 BCA99BBA

Max All Stats
FEB46D17 BCA99BBA
DEB46D16 F3E0D2BA
CEB46D12 BCA9D2BA

All Rewards
DEB462E6 BBA89A82
DEB462E2 BBA8A282
DEB462EE BBA89A82
DEB462EA BBA89A82
DEB462F6 BBA89A82
DEB462F2 BBA89A92

MAX PAYNE 2

Master Codes
0E3C7DF2 1853E59E
EEBA75AE BCED24B6

Infinite Health
DEA89872 F8AADEFD
DEA8987E 682A9B5F

Infinite Painkillers
DEA03D9A BCA99B83

Infinite Ammo
DEA026B2 BCA99B83

Extra Ammo
CEA026B2 BCA99B84

One Hit Kills
DEA6A33E 68299B5F

Infinite Bullet Time
DE95AC6E BCA99B83

Disable Aggressive AI
DE978652 CCA99BB9

Low Gravity/Double Jumps
DE4343CEBCA99B83
DE4343E6 BCA99B83
DE4343D6 FC299B83
DE4343DE FC299B83

Fast Speed (Press R3+Up to Activate)
0E6C0B92 BCA99A6E
DE95DFFA F8ABDA43

Faster Speed (Press R3+Right to Activate)
0E6C0B92 BCA99A5E
DE95DFFA F8ABDBC3

Fastest Speed (Press R3+Down to Activate)
0E6C0B92 BCA99A3E
DE95DFFA F8ABDC83

Normal Speed (Press R3+Left to Activate)
0E6C0B92 BCA99AFE
DE95DFFA F8ABDA03

WIN!!
PS2 GAMES
UP FOR
GRABS ON
p126

LORD OF THE RINGS: RETURN OF THE KING

Master Codes
0E3C7DF2 1853E59E
EE9C333E BCA99C80

Infinite Health
DE8585E6 BCA99B83

1 Hit Kills
DE801CAE 6A099B13

PRINCE OF PERSIA

Master Codes
0E3C7DF2 1853E59E
EE8EBEDA BCB9DB6A

Infinite Health
DE91503E C4AC9A43
DE91503A 6AEA9B8B
DE8FFFFE E0AA9C83
DE8FFFFA 68EA9B83
DE8FFF86 C4B40434

SONIC HEROES

Master Codes
0E3C7DF2 1853E59E
FE80390E BCC75816

Have 99 Rings
DE939F2E BCA99B83

Have 99 lives
DE93981A BCA99B83

Start With Characters At Max
DE972986 E0AF9B86
DE965A3A E0AF9B86

Pick Up 1 Ring For Full Team Blast
DE939B3A 680B9B83

Pick Up 1 Ring For 9999999 Pts
DE93997A BCA99B83

Freeze Timer
DE93A50E BCA99B83

All Story Levels And CG Theater
DEAEC62A BCA99B83
DEAEC6CA BCA99B83
DEAEC596 BCA99B83

MAFIA

Master Codes
0E3C7DF2 1853E59E
EEA21312 BCE57E22

Infinite Time
DE94042E BCA99B83
DE9404D6 BCA99B83

Display Debug Infos
DEAFEDC2 BCA99B83

Infinite Health (car)
DE87EE12 BCA99B83
DE87EE22 BCA99B83

Infinite Health
DEB1911E BCBADE53

Infinite Ammo
DEB72796 BCA99B83

MAXIMO VS ARMY OF ZIN

Master Codes
0E3C7DF2 1853E59E
EE8C5656 BCA99C80

Super Code

One pick-up for max pick up: infinite health, special combo, always 99.
DE888672 E0ACC292

Never Pay When Buying Stuff
DE887F26 BCA99B83

LEGACY OF KAIN: DEFIANCE

Master Codes
0E3C7DF2 1853E59E
EE99016E BCCE90F6

Invincibility
FEAB4E24 BCA99B93

ALL-NEW CHEAT DISC CODES

XPLODER

The hottest new codes for Blaze's Xploder cheat system. To stand a chance of winning a copy of XPLODER, turn to page 116...

TONY HAWK'S UNDERGROUND

Mastercode
94C495F0 36E64266
Unlimited Special
249034E8 31B4D135
248A34EA 3896D18D
241034E8 30B4D19D
248A34EA B896D1BD
Mission Time
24D09768 1634C5DC
Mastercode
901076E4 0C0C6A42
Unlimited: Special
202369AC 24020C00
202369B0 AE220068
202369B8 24020001
202369BC AE22006C
Unlimited: Mission Time
20245258 00000000
10* Score Multiplier
20237510 2642000A
50* Score Multiplier
20237510 26420032
100* Score Multiplier
20237510 2642006

FIFA 2004

Mastercode
9042C574 0C110E17
Note – must be on for the following cheats
200C0000 3C01000C
200C0004 34210100
200C0008 00300821
200C000C 80210000
200C0010 5C200002
200C0014 24420005
200C0018 24420001
200C001C 0807953D
200C0020 AC620000
201E54EC 08030000

Player 1 scores 5 per goal
000C0100 00000001
Player 2 scores 5 per goal
000C0101 00000001
Start career with 64,000 points
202F97CC 3403FA00
Disable Career Spending
202FA944 24002402
202FA988 24001972
Increase Home Team Score
D065DE02 0000FBFE
30200001 005915A0
Buttons: (Hold Select & Press L1)
Increase Away Team Score
D065DE02 0000F7FE
30200001 005915A4
Buttons: (Hold Select & Press R1)
Reset Clock
D065DE02 0000FEFE
205940B8 00000000
Buttons: (Hold Select & Press L2)
End Half
D065DE02 0000FDFE
205940B8 00000300
Buttons: (Hold Select & Press R2)

TRUE CRIME: STREETS OF LA

Mastercode
9038AE58 0C0E2B58
Unlimited Health
20228B9C E4CC01D0
One Hit Kill (Shooting)
2012C3A8 10000061
One Hit Kill (Fighting)
20131E1C AE0001D0
Unlimited Time On Timed Missions
201FC034 3C013634
Unlimited Ammunition
2023AC84 3C013634

DRIVING STATS:
All Cars Unlocked
2075D524 00000003
Unlock All Manoeuvres
2075D51C 0000FFFF

GUNPLAY STATS:
Unlock All Guns & Upgrades
1075D488 000071FF

COMBAT STATS:
Unlock All Grapples & Attacks
2075D4E0 00007FFF

SSX 3

Mastercode
903FF6A0 0C10AF1E

ZOE:
Maximum Cash
204AAF8C 05F5E0FF
204AAF90 05F5E0FF
Maximum Acceleration
004AB0A8 00000037
Maximum Edging
004AB0AA 00000037
Maximum Speed
004AB0A7 00000037
Maximum Spin
004AB0AB 00000037
Maximum Stability
004AB0AD 00000037
Maximum Toughness
004AB0AC 00000037
Maximum Tricks
004AB0A9 00000037
Maximum All Stats
004AB0A7 00000037
204AB0A8 37373737
104AB0AC 00003737

MOBY:
Maximum Cash
204A716C 05F5E0FF
204A7170 05F5E0FF
Maximum Acceleration
004A7288 00000037
Maximum Edging
004A728A 00000037
Maximum Speed
004A7287 00000037
Maximum Spin
004A728B 00000037
Maximum Stability
004A728D 00000037
Maximum Toughness
004A728C 00000037
Maximum Tricks
004A7289 00000037
Maximum All Stats
004A7287 00000037
204A7288 37373737
104A728C 00003737

PSYMON:
Maximum Cash
204AEDAC 05F5E0FF
204AEDB0 05F5E0FF
Maximum Acceleration
004AEEC8 00000037
Maximum Edging
004AEECA 00000037
Maximum Speed
004AEEC7 00000037
Maximum Spin
004AEECB 00000037
Maximum Stability
004AEECD 00000037
Maximum Toughness
004AEECC 00000037
Maximum Tricks
004AEEC9 00000037
Maximum All Stats
004AEEC7 00000037
204AEEC8 37373737
104AEECC 00003737

GRIFF:
Maximum Cash
204ABF14 05F5E0FF
204ABF18 05F5E0FF
Maximum Acceleration
004AC030 00000037
Maximum Edging
004AC032 00000037
Maximum Speed
004AC02F 00000037
Maximum Spin
004AC033 00000037
Maximum Stability
004AC035 00000037
Maximum Toughness
004AC034 00000037
Maximum Tricks
004AC031 00000037
Maximum All Stats
004AC02F 00000037
204AC030 37373737
104AC034 00003737

VIGGO:
Maximum Cash
204AFD34 05F5E0FF
204AFD38 05F5E0FF
Maximum Acceleration
004AFE50
00000037
Maximum Edging
004AFE52
00000037
Maximum Speed
004AFE4F 00000037
Maximum Spin
004AFE53 00000037
Maximum Stability
004AFE55 00000037
Maximum Toughness
004AFE54 00000037
Maximum Tricks
004AFE51 00000037
Maximum All Stats
004AFE4F 00000037
204AFE50 37373737
104AFE54 00003737

ELISE:
Maximum Cash
204ACE9C 05F5E0FF
204ACEA0 05F5E0FF
Maximum Acceleration
004ACFB8 00000037
Maximum Edging
004ACFBA 00000037
Maximum Speed
004ACFB7 00000037
Maximum Spin
004ACFBB 00000037
Maximum Stability
004ACFBD 00000037
Maximum Toughness
004ACFBC 00000037
Maximum Tricks
004ACFB9 00000037
Maximum All Stats
004ACFB7 00000037
204ACFB8 37373737
104ACFBC 00003737

NATE:
Maximum Cash
204ADE24 05F5E0FF
204ADE28 05F5E0FF
Maximum Acceleration
004ADF40 00000037
Maximum Edging
004ADF42 00000037
Maximum Speed
004ADF3F 00000037
Maximum Spin
004ADF43 00000037
Maximum Stability
004ADF45 00000037
Maximum Toughness
004ADF44 00000037
Maximum Tricks
004ADF41 00000037
Maximum All Stats
004ADF3F 00000037
204ADF40 37373737
104ADF44 00003737

MAC:
Maximum Cash
204AA004 05F5E0FF
204AA008 05F5E0FF
Maximum Acceleration
004AA120 00000037
Maximum Edging
004AA122 00000037
Maximum Speed
004AA11F 00000037
Maximum Spin
004AA123
00000037
Maximum Stability
004AA125 00000037
Maximum Toughness
004AA124 00000037
Maximum Tricks
004AA121 00000037
Maximum All Stats
004AA11F 00000037
204AA120 37373737
104AA124 00003737

WIN!!
BLAZE'S
REGION FREE
DVD DISC
see p82

ALLEGRA:
Maximum Cash
204A907C 05F5E0FF
204A9080 05F5E0FF
Maximum Acceleration
004A9198 00000037
Maximum Edging
004A919A 00000037
Maximum Speed
004A9197 00000037
Maximum Spin
004A919B 00000037
Maximum Stability
004A919D 00000037
Maximum Toughness
004A919C 00000037
Maximum Tricks
004A9199 00000037
Maximum All Stats
004A9197 00000037
204A9198 37373737

KAORI:
Maximum Cash
204A80F4 05F5E0FF
204A80F8 05F5E0FF
Maximum Acceleration
004A8210 00000037
Maximum Edging
004A8212 00000037
Maximum Speed
004A820F 00000037
Maximum Spin
004A8213 00000037
Maximum Stability
004A8215 00000037
Maximum Toughness
004A8214 00000037
Maximum Tricks
004A8211 00000037
Maximum All Stats
004A820F 00000037
204A8210 37373737
104A8214 00003737

GRAND THEFT AUTO: VICE CITY

Mastercode
F0100008 00122217
Have All Weapons
205C7DE4 00000064
Cannot Be Arrested
20198d60 03e00008
20198d64 00000000
20198f30 03e00008
20198f34 00000000
Unlimited Time
202B5D30 03E00008
202B5D34 00000000
Notes: (Timed Missions Only)

Unlimited Health
200C0220 3C0142C8
200C0224 AC410368
200C0228 03E00008
200C022C 44020000
202D2CA4 0C030088
Unlimited Armour
200C0230 3C0142C8
200C0234 AC41036C
200C0238 03E00008
200C023C 46000836
202D2E7C 0C03008C
Unlimited Money
205C7DDC 05F5E0FF
205C7DE0 05F5E0FF
Unlimited Sprint
005C7E7C 00000001
Unlimited Ammunition, All Weapons
20158874 00000000
201588CC 00000000
All Weapons Inside Car
20158100 00000000
20158164 00000000

ALL VEHICLES:
No Collision Damage
2016f690 03e00008
2016f694 00000000
No Weapons Damage
201864f0 03e00008
201864f4 00000000
Cars Hover On Water
004B1150 00000001
Cops Get Out & Walk Away
20199410 03e00008
20199414 00000000

HAVE ANY CAR:
Linerunner
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040085
Perennial
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040086
Sentinel
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040087
Patriot (Boat)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040088
Firetruck
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040089
Trashmaster
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008A
Stretch (Limo)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008B
Manana
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008C
Infernus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008D
Voodoo
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008E
Pony
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008F
Mule
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040090
Cheetah
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040091
Ambulance
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040092
FBI Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040093
Moonbeam
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040094
Esperanto
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040095
Taxi
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040096
Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040097
Bobcat
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040098
Mr. Whoopee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040099
BF Injection
10276AFC 0000001A
10276B0C 00000042

20276B20........0C09E804
20276B24........2404009A
Hunter (Chopper)
10276AFC........0000001A
10276B0C........00000042
20276B20........0C09E804
20276B24........2404009B
Police
10276AFC........0000001A
10276B0C........00000042
20276B20........0C09E804
20276B24........2404009C
Enforcer
10276AFC........0000001A
10276B0C........00000042
20276B20........0C09E804
20276B24........2404009D
Securica
10276AFC........0000001A
10276B0C........00000042
20276B20........0C09E804
20276B24........2404009E
Banshee
10276AFC........0000001A
10276B0C........00000042
20276B20........0C09E804
20276B24........2404009F
Bus
10276AFC........0000001A
10276B0C........00000042
20276B20........0C09E804
20276B24........240400A1
Rhino (Tank)
10276AFC........0000001A
10276B0C........00000042
20276B20........0C09E804
20276B24........240400A2
Fun Cheats - City Riots
101c7c8c........00000008
Babe Magnet
004B125C........00000001
Increase Game Speed By Half
204B0DD8........3F000000
2x
204B0DD8........40000000
4x
204B1C58........40800000
100x
204B0DD8........42C80000

MAX PAYNE 2 THE FALL OF MAX PAYNE

Master Code
904DC41C0C04CEBA
Unlimited Health
20365E7C3C02437A
20365E80AC8200DC
Unlimited Painkillers
203EC1B824010009
203EC1CCAC810000
Unlimited Ammunition
203ED83C24013634
Unlimited Bullet Time
202957A0E6401544
20295274E6401544
Unlock All Difficulty/Level Select
204213E424020001
Have Idiot AI
203853C003E00008
203853C400000000
Have One Hit Kill
200C200090810003
200C200454200001
200C2008AC8000DC
200C200C080E14F0
200C201000000000
202779400C030800

LORD OF THE RINGS: THE RETURN OF THE KING

Mastercode
948098E6........3DA68DDE
Unlimited Health
24802DFA........32F65059
Range Weapon
249015CE........B274517B

MEDAL OF HONOR: RISING SUN

Master Code
9030B7940C0C2CDA
Unlimited Health
200C20003C0142C8
200C200403E00008
200C2008AC610014
201E027C08030800
Unlimited Ammunition
2025067C24013634
Have All Medals
2010BF50FFFFFFFF
Unlock All Levels
2010BF54FFFFFFFF
Unlock All Valor In History
2010BF58FFFFFFFF
Unlock Storyboards
2010BF5CFFFFFFFF
Unlock All Bonus (In Options)
2010BF64FFFFFFFF

UNLOCK MOVIES:
Pearl Harbor
0010C4F200000001
Fall Of The Philippines
0010C4FA00000001
Midnight Raid On Guadalcanal
0010C50200000001
Pistol Pete Showdown
0010C50A00000001
Singapore Sling
0010C51200000001
In Search Of Yamashita's Gold
0010C52200000001
A Bridge On The River Kwai
0010C52A00000001
Supercarrier Sabotage
0010C53200000001

All Replay Items
203CBA2400000001
Bullet Shield
203CBA0400000001
Rubber Grenades
203CBA0C00000001
Men With Hats
203CBA0800000001
Always Sniper
203CB9F800000001
Invisible Soldiers
203CBA1C00000001
Perfectionist Mode
203CBA1800000001
Immortality
203CB9F000000001
Slow MOH
203CB9FC00000001

BALDUR'S GATE: DARK ALLIANCE

Master Code
F010000800207087
No Encumbrance
20298AA43F800000
Unlimited health
20298A24461C3C00
20298A28461C3C00
Unlimited Energy
20298A3C461C3C00
20298A40461C3C00
Unlimited Gold
20298A5C000F423F
Unlimited Skill Points
20298A6000000063

EYE TOY: PLAY

Master Code
F01576300011AC6F

BEAT FREAK:
Maximum Style Bar
204F86383F800000
Maximum Combo Counter
204F862400000063
Maximum Score
204F86200098967F

WISHI WASHI:
Freeze Timer
2032FCC000002300
Maximum Score
204D4A88000F423F

KEEP UPS:
Unlimited Time
201D46EC34020130
Unlimited Lives
204CC41000000003
Maximum Combo Keep Ups
204CC43C000F423F
Maximum Keep Ups
204CC438000F423F
Maximum Skill
204CC42C000F423F

UFO JUGGLER:
Unlimited Lives
21C0B8D000000003
Maximum Skill
204D28A4000F423F
Maximum Score
204D28AC000F423F
Maximum UFOs
204D28A0000F423F

SLAP STREAM:
Unlimited Lives
204E5C6000000003
Maximum Score
204E5C28000F423F
Maximum Skill
204E5C38000F423F

PLATE SPINNER:
Unlimited Lives
2194545000000003
Maximum Score
21945454497423F0

ROCKET RUMBLE:
Unlimited Audience Interest
202CBD943C0142C8
202CBD9844810000
Maximum Biggest Bang
204EA67C000F423F
Total Score
204EA64F000F423F
Rockets
204EA674000F423F

FINAL FANTASY X-2

Master Code
948417FE 3E2E5084
Max Gil
24035CC6 DCA54EDE
All Characters Max Level and Exp.
44953468 1CA4412C
1937C135 A72BB1E0
Yuna
24037CC6 DCA5482E
Rikku
24435CC6 DC25482E
Paine
24435CC6 DCA5482E
Character 4
24035CC6 DC25482E
Character 5
24035CC6 DCA5482E
Character 6
24437CC6 DC254A2E
Character 7
24437CC6 DCA54A2E
Character 8
24037CC6 DC254A2E
Character 9
24037CC6 DCA54A2E
Character 10
24435CC6 DC254A2E
Character 11
24435CC6 DCA54A2E
Character 12
24035CC6 DC254A2E
Character 13
24035CC6 DCA54A2E
Have All Garment Grids
44101568 10B4476C
59B5493C 272991D8
All Dresspheres
04101568 14B4677C
14101569 14B4077C
44111568 10B447CC
391257A1 1F2B91E0
04101569 14B447FC
04503668 1434754C
Gunner
04101568 14B4677C
Gun Mage
04101569 14B4477C
Alchemist
04101569 14B4677C
Warrior
04101568 14B447CC
Samurai
04101568 14B467CC
Dark Knight
04101569 14B447CC
Berserker
04101569 14B467CC
Songstress
04101568 14B447EC
Black Mage
04101568 14B467EC
White Mage
04101569 14B447EC
Thief
04101569 14B467EC
Trainer
04101568 14B447DC
Lady Luck
04101568 14B467DC
Mascot
04101569 14B447DC
Floral Fallal
04101569 14B467DC
Machina Maw
04101569 14B447FC
Full Throttle
04503668 1434754C

CHEAT!
OVER 12,000
PS2 CODES
IN OUR
A TO Z!

JAMES BOND EVERYTHING OR NOTHING

Master Code
948498B6 32A605F8
94951CFE 982E0862
ACTION SECTIONS
Unlimited Health
24DAF60A 1675C138
24C0BEAA 86558181
D4D0966A 14B4C79C
24519668 10B6C796
Unlimited Ammunition (No Reload)
E4C3BC2B 3D74E54C
24C13DAA B6B48E15
249111F4 9D7C432D
Unlimited Battery Power
E4D2BC28 BD6C95A4
2481ACAA 9F9FD75C
2481BCAA 1F9FD7FD
DRIVING SECTION
Unlimited Health
24CCB6AE 8F448108
24DAF60A 1675C128
24CCB6AE 0F448119
E4863522 FC7CC6B4
24D1B5E8 32365170
24D1B0F4 BFFC41D9
2440B160 B3EE4150
Unlimited Ammunition
D4001D36 9FBC8A46
249115B4 9FBCC34D
Unlimited Battery Power
E4C3B52C 306CCC34
24D833E8 8434D5C6
24C833EA 8C14D5FD
UNLOCK
Gadgets/Rewards/Cheats
244FEF96 EB4F1C97
244FEF96 EB4F1CB7
LEVELS
Ground Zero:
Completed
0450952A 367445AC
Have Platinum
0450952A 367465AC
MI6 Training:
Completed
04509628 36F4459C
A Long Way Down:
Completed
0450942A 36F445BC
Have Platinum
04509428 36F465BC
Train Chase:
Completed
0450952A 36F4450C
Have Platinum
04509528 36F4650C
An Old Friend:
Completed
0410962A 3674452C
Have Platinum
04109628 3674652C
Sand Storm:
Completed
0410942A 3674451C
Have Platinum
04109428 3674651C
MI6 Interlude:
Completed
04109728 3674453C
Serena St.Germaine:
Completed
0410952A 3674458C
Have Platinum
04109528 3674658C
Vertigo:
Completed
0410962A 36F445AC
Have Platinum
04109628 36F465AC
The Ruined Tower:
Completed
0410942A 36F4459C
Have Platinum
04109428 36F4659C
Death Of An Agent:
Completed
0410972A 36F445BC
Have Platinum
04109728 36F465BC
A Show Of Force:
Completed
0450B62A 3674470C
Have Platinum
0450B628 3674670C
MI6 Interlude:
Completed
0450B428 3674472C
Mardi Gras Mayhem:
Completed
0450B72A 3674471C
Have Platinum
0450B728 3674671C
The Kiss Kiss Club:
Completed
0450B52A 3674473C
Have Platinum
0450B528 3674673C
Deaths Door:
Completed
0450B42A 36F447AC
Have Platinum
0450B428 36F467AC
Battle In The Big Easy:
Completed
0450B72A 36F4479C
Have Platinum
0450B728 36F4679C
Faded Splendor:
Completed
0450B52A 36F447BC
Have Platinum
0450B528 36F467BC
The Machinery Of Evil:
Completed
0410B42A 3674470C
Have Platinum
0410B428 3674670C
The Pontchartrain Bridge:
Completed
0410B72A 3674472C
Have Platinum
0410B728 3674672C
MI6 Interlude:
Completed
0410B528 3674471C
A Simple Exchange:
Completed
0410B62A 36F4473C
Have Platinum
0410B628 36F4673C
Red Line:
Completed
0410B42A 36F4478C
Have Platinum
0410B428 36F4678C
Ambushed:
Completed
0410B72A 36F447AC
Have Platinum
0410B728 36F467AC
The High Road:
Completed
0410B52A 36F4479C
Have Platinum
0410B528 36F4679C
Diavolo's Plan:
Completed
0450962A 367447BC
Have Platinum
04509628 367467BC
The Platinum War:
Completed
0450972A 3674470C
Have Platinum
04509728 3674670C
Dangerous Descent:
Completed
0450952A 3674472C
Have Platinum
04509528 3674672C
Red Underground:
Completed
0450962A 36F4471C
Have Platinum
04509628 36F4671C
The Final Card:
Completed
0450942A 36F4473C
Have Platinum
04509428 36F4673C
Everything Or Nothing:
Completed
0450972A 36F4478C
Have Platinum
04509728 36F4678C

MANHUNT

Master Code
90130A840C04997A

UNLIMITED:
Health
20112CA4AFC20010
Stamina
201C0FC83C013F80
201C0FCCAC8106EC
Ammunition
2026680824013634

SCENE SELECTION:
Born Again
005E1F0400000001
Doorway Into Hell
005E1FB400000001
Road To Ruin
005E206400000001
White Trash
005E211400000001
Fuelled By Hate
005E21C400000001
Grounds For Assault
005E227400000001
Strapped For Cash
005E232400000001
View Of Innocence
005E23D400000001
Drunk Driving
005E248400000001
Graveyard Shift
005E253400000001
Mouth Of Madness
005E25E400000001
Doing Time
005E269400000001
Kill The Rabbit
005E274400000001
Divided They Fall
005E27F400000001
Press Coverage
005E28A400000001
Wrong Side Of The Tracks
005E295400000001
Trained To Kill
005E2A0400000001
Border Patrol
005E2AB400000001
Key Personnel
005E2B6400000001
Deliverance
005E2C1400000001

SIMPSONS: HIT AND RUN

Master Code
F01000080040877B
No Damage All Vehicles
2028C11834013634
Unlimited Time On Timed Missions
20173F1434023634

NEED FOR SPEED: UNDERGROUND

Master Code
903B1580........0C0EEA50
Maximum Style Points
204A6274........0BEBC200
Maximum Cash
204ADA0C........0BEBC200
Visuals: Unlock All Visuals
404AC9E8........001A0001
02020202........04041969
404A6278........00200002
01010101........04041969
104A62E8........00000101
Performance: Unlock Everything
404AC9E8........001A0001
02020202........00000000

BAD BOYS 2

MasterCode
94C495F0 93A69DF2
No Collateral Damage
24823BF8 16DF4D29
24C018B8 14DF5929
2482BF98 14DF4929

SONY
PS one
MEMORY CARD
MEMORY CARD

THE COMPLETE PSONE A TO Z

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: PSone A to Z, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

A IS FOR...

ABE'S EXODDUS

ADVANCE TO NEXT PATH
Hold R1 and press ◎, ◎, ⊗, ⊗, ⊡, ⊡ during the game.
Note: The final level must be played to be able to advance to the end of the game.
VIEW FMV SEQUENCES
Hold R1 and press ↑, ↓, ←, →, ⊡, ◎, △, ◎, ⊡, ◎, ↑, ↓, ←, → at the Main Menu.
LEVEL SELECT
Hold R1 and press ↓, ↑, ←, →, △, ⊡, ◎, △, ⊡, ◎, ↓, ↑, ←, → at the Main Menu.
INVINCIBILITY
Hold R1 and press ◎, △, ⊡, ⊗, ↓, ↓, ↓, ◎, △, ⊡, ⊗ during the game.

ABE'S ODDYSEE

LEVEL SELECT
Hold R1 and press ↓, →, ←, →, ⊡, ◎, ⊡, △, ◎, ⊡, →, ← at the first option screen.
VIEW FMV SEQUENCES
Hold R1 and press ↑, ←, →, ⊡, ◎, △, ⊡, →, ←, ↑, → at the first option screen.
GREEN AIR MINES
Hold R1 and press ↑, ←, →, ⊡, ◎, ⊗ during the game. Abe will produce a green air mine every time he farts.
INSTANT VOICE PUZZLE SOLUTION
Hold R1 and press △, ↑, ◎, ←, ⊗, ↓, ⊡, → during the game. You will now be able to use any sound to solve the game's voice puzzles.

ALIEN RESURRECT-ION

CHEAT MENU
To access the hidden Cheat Menu, go to the options screen from the Main Menu and press ◎ ← → ◎ ↑ R2. You can now select the Cheat Menu at the bottom of the options screen and toggle infinite ammo, infinite health, no chestbursting and no drowning.
RESEARCH MODE
Go to the options screen from the main menu and then press ⊡, ↑, ↓ ◎, ←, R1 in order to add Research Mode. You'll find a strange four by four grid. Lighting various combinations on the grid affects the appearance of the aliens in the game. Go on, give it a go!

ALONE IN THE DARK

SECRET CODE
To find out the secret code, you must use the glass prism that Lucy gave you on the projector in Alan's office. When you have done that, switch on your flashlight to trigger a short FMV sequence after which you will receive an engraved cube.

By examining this cube, you will discover the password. Of course, if you simply can't be bothered to do that, the code is 1991!

ALUNDRA 2

PUZZLE PIECE LOCATIONS
Here's where you find all 60 puzzle pieces throughout the game's levels and mini-games.

Mt Sparrowhawk	1
Bombed Paco Village	1
Kindra Forest	3
Tortuga Beach	1
Toroledo	4
Ox Tank	5
Howling Cave	1
Dun Webb	4
Yagin Harbour	1
Puerto Medusa	4
Milenas Mansion	4
Gwaba Town	5
Seagull Ruins	5
Eden	1
Eden Ruins	5
Paco Village Ruins	1
Church Of The Key	3
Turnkey Dam	1
Mount Fiedrake	1
Dragonia	3
Varuna Ruins	3
Star Key	3

INFINITE GOLD COINS
In the city of Torledo, go into a house called 'Villagers Home'. Head upstairs and into the room with a bloke, then go to left until you reach a pig. Smash the pig and you'll find three gold coins. Go back downstairs, then return to the room as many times as you like smashing the pig and getting the coins upon each visit.

APE ESCAPE

DEBUG MODE
Pause the game, hold L1 and quickly press ↓ (x2) and △.
GET MORE EXPLOSIVE AMMO FOR SLINGSHOT
Normally you can only carry nine exploding bullets for your slingshot, but put this in when you've paused the game: R2 ↓ L2 ↑ → ↓ → ← to have up to 99 of them!
BEAT SPECTER EASILY
In Specter's first stage in the level Monkey Madness use the Machine using your Super Hoop to smack him down.
HIDDEN MINI-GAME BOXERS
You can get extra boxers on the Specter Boxing mini-game by defeating them on Championship mode, although you'll have to run through it multiple times to get ALL of them.
PEAK-POINT MATRIX
To get to the secret board in *Ape Escape*, you must beat Specter during Monkey Madness and wait until the credits have stopped rolling at the end. Now go back to the Time Station and save. Now go back through the game and catch all the monkeys you missed. When you get your final one the Peak-Point Matrox will open up, where you will get to fight Specter for the last time, and finally catch him. Then, you'll see the true ending.
SAVE A LIFE
As soon as you fall off a cliff press START then choose exit. This will take you back to the time station with the same number of lives as you started the level.

ANNA KOURNIKOVA'S SMASH COURT TENNIS

To view all end sequences press ↑ four times, ↓four times, ← four times and → four times on Controller Two within four seconds when the phrase 'Press Start' appears on the Main Menu.

ARMORED CORE

FIRST PERSON VIEW
Press ⊡ + △ + START – the game will be paused. Press START to resume the game with the new camera angle.
FIXED CAMERA VIEW
Press ◎ + ⊗ + START – the game will be paused. Press START to resume the game with the camera fixed at the present location.
ALTERNATE EMBLEM BACKGROUNDS
Highlight an emblem and enter the edit screen. Then hold L1 + L2 + R1 + R2 and press SELECT.
CHANGE PILOT NAME
Enter the garage and highlight the "Change AC Name" option. Hold L2 + R2 + →, then hold ⊗ and quickly hold ⊡.
RETURN TO DEFAULT VIEW
To return to the default view, press START to pause the game and then press START to resume.
NO LIMIT BONUS
Complete over 100 sorties with a win record that is greater than 90% and an overall rating of 98% or more. Unlimited leg weight points, core weight points and generator output points will now be allowed. Note: Ignore the overweight warning.
DEATH BONUSES
Intentionally die with less than 50,000 credits. The game will restart from the first level with all items gained in the previous game. Your pilot name will change to "Rebel" followed by three random numbers to confirm correct code entry. The first time this is done, the radar will become a grid system and will detect incoming missiles. The fourth time this is done, the rear weapon may be fired while in motion. The sixth time, available energy will be doubled. Also, a ball may be fired from the laserblade by firing then pressing Jump.

ATV OFF ROAD FURY

ALL ATVS
Go Into Pro-Career Mode and enter CHACHING as your new name. Don't worry if the game will kick you out to the main screen, as when you select Done, then you will have all the ATVs to play with.
EXPERT MODE
Enter Pro-Career mode , then stick in ALLOUTAI as your name. Don't worry if the game will boot you back to the main screen but when you select Done, things will suddenly be much harder.
UNLOCK ALL LEVELS
Begin Pro-Career Mode and enter your name as WHATEXIT. Don't worry as the game will return you back to the main screen if you got the code 6. Now when you start a new game all the levels will be unlocked.

30	⊡◎⊗◎⊗△
31	◎⊡⊗△◎△
32	△⊡⊗◎⊡⊗
33	⊗⊗△⊗⊗⊡
34	⊗◎⊡◎◎⊡
35	◎△⊗△⊗△
36	⊗△△⊗⊗⊡
37	⊗△△⊗△⊡
38	⊡△⊡△⊡⊗
39	⊡⊗△⊗⊗△
40	△⊗△◎⊡⊗
41	◎⊗△◎△⊡

AZURE DREAMS

REFILL LIFE
Get in a corner and repeatedly press △ + ◎.
RACETRACK CHEAT
There are patterns in the race track that determine who wins. Save the game at mother's house, then go to the track. Buy ten tickets on any selection. Start the race and do not do anything. Find out the outcome of the race, reset, and return to the track. Look at the odds of the previous race. Bet ten tickets on that race. Start the race and don't do anything. Since the outcome will be the same, you should be able to pick out the winner.
HIDDEN ITEMS
A monster named Barong will occasionally be encountered In the tower. Stand next to it, and throw an item at it. It will eat the item and spit out a completely new one, including special items found nowhere else in the game. One such item is a crossbow that can be used by troll monsters. Other things that may appear include uncommon items like blue and red sands. If you do not want the item that the Barong creates, simply pick it up and then throw it back at the creature again. This may be done several times before the Barong refuses to eat.

B IS FOR...

BATTLE ARENA TOSHINDEN 3

RANDOM SELECT
Hold L1 + L2 + R1 + R2 at the character select. Press ⊡, △, ⊗, or ◎ while the selection box is moving.
REMOVE DISPLAY
Pause a fight, hold ◎ + △ + ⊡ + ⊗ and press SELECT. This removes the continue, options and reset selections. While continuing to hold the four buttons, press SELECT again. This removes the Life and Over Drive bars. To return the display to normal, repeat the code while pressing SELECT once.
ALTERNATE COSTUMES
Beat the game with Naru at level seven. Use ⊡ or ⊗ to select a character.
INSTANT SECRET MOVES
Beat the game with Naru, then set two or more of the shoulder buttons to special moves. Press all special move buttons at once to perform a secret move. This does not work for all characters.
UNLIMITED SOUL BOMBS
Press START to pause a match. Use the controller configuration option to map the L1, L2, R1, and R2 keys to Soul Bombs. Resume the game and press one of the those buttons and ⊗ simultaneously to release a Soul Bomb. That button combination may be pressed an unlimited amount of times during the match.
MANUAL CAMERA CONTROL
Enter the button configuration menu, highlight any shoulder button, and press L1 + L2 + R1 + R2. The controls for the shoulder buttons will change to camera view controls. The view may now be rotated manually.
CONTROL LOADING SCREEN
Press any controller button to alter the colour of the phrase "Now Loading" on the loading screen.

BLADE

UNLOCK ALL CHEATS
At the main menu hold L1 and press ⊗ ⊗ ⊗ ⊗ ⊗ ◎ R1 R2 R2 R1. Press START.
CHEAT MENU
Make sure there are no memory cards plugged in, and on the main menu highlight Continue for the following cheats:
INFINITE HEALTH
←(3), →, L2, L1, R2, R1
INFINITE AMMO
↓, →, ↑, ←, L2, L1, R2, R1
ALL ITEMS
→, ←, ↑, ←, ↓, L2(2), R2(2)
Hold L1 and press ⊗(5), ◎, R1, R2(2) R1 for the menu. Press START during the game for any cheat.

BLAST CHAMBER

UNLIMITED LIVES
Press ⊡, ←, ⊡, →, ◎, ↓, ◎, ↑ at the title screen. Then, choose "Sole Survivor" mode in the "Games" menu. Return to the main menu and start the game. Enter JODPEGEA as a password.

BLAST RADIUS

ALL SHIPS POWERED UP
Press →, L1, ↑, ↑, ↓, →, R2, L2, R2, ↓, ↑, ↓ at the main menu. The sound of an explosion will confirm correct code entry. Select any ship, begin the game, then quit. All four ships will now be powered-up and Sector 5 will be available for the game.
WRAITH SHIP
Enable the "All ships powered up" code. Then, press ←, →, L1, ←, →, L1, R2, R2, L2, ←, →, ↑ at the Main Menu. The sound of an explosion will confirm correct code entry. Select any ship, begin the game, then quit. The Wraith ship and Sector 8 will be available to play.
ALTERNATE PLANETS
Press ↓, ↑, L1, →, L1, ↑, →, SELECT, →, R2, L1, L2 at the main menu. Faces of the development team will appear in the place of the planets in the first four levels. The next four levels will have other objects replacing the planets. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.
BONUS LEVELS
Press L1, ←, L2, ↓, SELECT, ←, ↓, R2, R2, R2, SELECT, ↑ at the Main Menu. Four bonus missions that feature World War II aircraft and other hidden targets will be accessible. Note: This code may not be enabled with the "All ships powered up" or "Wraith ship" code.

BLOODY ROAR

BIG HEAD MODE
Select Normal Mode. Highlight a fighter on the Character Selection screen. Then hold L2 and press ⊗.
BIG HEAD WITH ALTERNATE COSTUME
Select Normal Mode. Highlight a fighter on the character selection screen. Hold L2 and press ◎.
SMALL FIGHTER
Highlight a fighter on the Character Selection screen. Then hold R2 and press ⊗.
SMALL FIGHTER WITH ALTERNATE COSTUME
Highlight a fighter on the Character Selection screen. Then hold R2 and press ◎.
LARGE ARMS
Hold L1 + L2 and select a character. Alternatively, simply complete the game on level four or higher without having to use any continues.

BOMBERMAN WORLD

ALTERNATE BLOCK LOCATIONS
Enter 56565656, 16161616 or

49894989 as a password for the beginner, normal and hard difficulty settings in the game's Battle Mode.

FULL POWER Password	Level
46224622	1
10191019	11
12221222	21
26572657	31
38793879	41

SHOW TIME Password	Level
3G59E326	10
3D5D49C4	20
8D5A4B26	30
8D5A4BCE	40

BUSHIDO BLADE

HIDDEN BOSS AND ENDING
Complete Story Mode without getting hit to fight each character's secret boss. Note: This includes not using any continues and following the code of Bushido.

FIGHT AS KATZE
Beat all 100 opponents in slash mode without getting killed.

BUST-A-GROOVE DANCE PREVIEW
Complete the game with on 'easy'.

PLAY AS CAPOEIRA
Complete game with normal difficulty level.

PLAY AS ROBO-Z
Complete the game with the normal difficulty level after Capoeira has been unlocked.

PLAY AS BURGER DOG
Complete the game as Hamm with the normal difficulty level after Robo-Z has been unlocked.

PLAY AS COLUMBO
Complete the game as Shorty with the normal difficulty level after Robo-Z has been unlocked.

ALTERNATE COSTUMES
Highlight a character and then hold SELECT and press ⊗.

LEVEL SKIP
Complete the game once with any character. Begin the game in single player mode and press L2 + SELECT when a song begins to jump to the next level.

BUST-A-MOVE 3

ANOTHER WORLD
Press ◎, ←, →, ◎ at the title screen. An ant will appear in the lower left-hand corner of the screen to confirm that you have the correct code entry.

BUST-A-MOVE 4

EXTRA CHARACTERS
At the main screen press →, →, △, ←, ←.

TAROT OPTION
At the title screen press ↑, △, ↓, △, ↑. Go into the options screen, and you should see a new option called Tarot Reading (Love).

TALK DEMO
At the title screen press ⊡, ↑, ←, ↓, →, ↑, ⊡, ↓, ←, ↑, →, ↓, ⊡. Then go into the options screen, and see the Talk Demo under Tarot option.

ANOTHER WORLD
At the title screen press △, ←, →, ←, △.

C IS FOR...

COLONY WARS: VENGEANCE

CHEAT CODES
Enter the following codes on the password screen. Remember that all codes are case sensitive.
Blizzard – Enable all codes
Stormlord – Disable all codes
Vampire – Invincibility
Tornado – Have all weapons
Dark*Angel – No Overheating
Chimera – Infinite number of secondary weapons
Avalanche – Infinite afterburner usage available
Hydra - Have lots of tokens
Thunderchild – All ships available
Demon – Mission and Ending select

COMMAND AND CONQUER

VIEW ENTIRE MAP
Hold R1 + R2 + L1 + L2 + ◎ + ⊡ while the game loads. Keep the buttons pressed until the mission briefing begins. The entire battlefield will be displayed. An alternate method to activate this mode is to pause the game and press ◎, ◎, ◎, ↑, ◎, ⊡, R1, ◎, ◎, ◎.

INSTANT ION CANNON
Pause the game and press:
→, ↓, ←, ←, ↓, →, →, ↓, ←, ⊗, ⊡, △.

INSTANT AIR STRIKE
Pause the game and press:
→, ↓, ←, ←, ↓, →, ←, ↓, ←, ⊗, ⊡, ◎.

INSTANT NUCLEAR STRIKE
Pause and press:
→, ↓, ←, ←, ↓, →, →, ↓, ←, ⊗, ↑, ⊗.

UNLIMITED MONEY
Pause the game and press →, ↓, ↓, ←, L1, ←, →, ↓, ← for an additional 5000 credits. Repeat this code as needed for unlimited money.

BONUS LEVEL
Enter PATSUX as a password on the GDI disc. A bonus level with $10,000, extra Tiberium, and 12 commandos will begin.

COVERT OPERATIONS MISSIONS
Enter COVERTOPS as a password. This password may be enabled on either disc and will give you with different results.

JAPANESE NARRATION
Enter GODZILLA as a password.

VIEW FMV SEQUENCES
To view these, enter CINEMA as a password, then wait until the FMV sequences appear.

VIEW CREDITS
Enter JC as a password

GDI MISSIONS

MissMission	Password
2	45P55BEN4
3	GCSA7DA419
4	C9ROF2AD0
5	OXL3NYNNO
6	5O6262HHJ
7	GTJ2NBE51
8	RZ6MTG54Y
9	C99X345PC
10	EAYHKOSNI
11	45P5Q0XAO
12	MWLJPU955
13	SZMYPPPOF8
14	GTJ2PV460
15	457ED7G0U

NOD MISSIONS

Mission	Password
2	C99FAXKW8
3	RZNLQZ3NL
4	W1954XWLF
5	W15DASRS8
6	8PH1MR53W
7	GTJKWOJDK
8	KK424K3D
9	874LCPUT4
10	A8SHPAHXW
11	OX3UKOP94
12	QGDUMSK2J
13	SZP09VDSB

COMMAND AND CONQUER: RED ALERT

CHEAT MODE
Click on the "Teams" button menu with ◎, or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press ◎ or the right Mouse Button on each.
Instant Victory
⊗, ⊡, ⊡, ◎, △, ◎
Instant A-Bomb
◎, ⊗, ◎, △, ⊡, △
Parabomb
⊡, ⊗, ◎, ◎, ⊗, △
Instant $1000
⊡, ⊡, ◎, ⊗, △, ◎
Convert Ore To Civilians
⊗, ◎, △, △, ◎, ⊗
Change Ore Or Crystals To Gold
⊡, ◎, ⊡, ⊗, ◎, ◎
Instant Chronoshift
△, ◎, ◎, ⊡, ⊡, ⊗
Reveal Map
⊡, △, ◎, ⊗, △, ⊡

SOVIET PASSWORDS

Level	Password
1	17DUXFJ6C
2	VMBWOQ284
3	XN37MCCSO
4	LH06FZZQL
5	BUVV20LFF
6	AVYQ10YA8
7	LZRJTMQAN
8	YQX4C9GFH
9	1QESO8LEO
10	RKP0UOXJA
11	CDLKYL7Q4
12	8T5GGDK25
13	X5CDEOKN8

ALLIED PASSWORDS

Level	Passwords
1	LZ9SE4HPN
2	FG0WEU9OO
3	EC5NAHTU
4	9BFVYZAZ8
5	P4XS4CZVC
6	FMNAE6U08
7	7XIQW4KQI
8	WPLAGLJ2G
9	4TNT8RJ21
10	FZ0ZY7ZQA
11	X9FJZVJZI
12	5RNHTXLRY
13	J7VEWVT09
14	OLHDAPYHL
15	17LE3FDV

COMMAND AND CONQUER: RETALIATION

GIANT ANT MISSIONS
Complete the game once. Now go to England to access the missions.

CHEAT MODE
Click on the "Teams" button menu with ◎, or the right Mouse Button. Then, move the pointer over the following icons on the tool bar and press ◎ or the right Mouse Button on each.
Instant Iron Curtain
⊡, ⊗, ◎, ⊗, △, △
Reveal Map
△, △, ⊗, ◎, △, ⊡
Instant Parabomb
⊗, ⊗, ⊗, ◎, △, ⊡
Instant Chronoshift
⊡, ◎, △, ⊗, ◎, ◎
Ore Turns To People
⊡, ⊗, ⊡, ⊗, ⊡ ⊗
Instant $1000
⊗, ⊗, ⊡, ◎, ◎, ◎
Instant Win
◎, ◎, △, ⊗, ⊗, ⊡
Instant Defeat
◎, ⊗, ◎, ⊡, ⊡, ⊗
Instant A-Bomb
◎, ⊗, ◎, ◎, ⊗, ⊡
Named Civilians
⊡, ⊡, ◎, ◎, △, △

COOL BOARDERS 3

ALL TRACKS
Select tournament mode and enter WONITALL as a name. The word "Cheater" will be spoken to confirm correct code entry.

ALL BOARDERS
Select tournament mode and enter OPEN_EM as a name. Note "_" indicates a space. The word "Cheater" will be spoken to confirm correct code entry.

BIG HEAD MODE
Select tournament mode and enter BIGHEADS as a name. The word "Cheater" will be spoken to confirm correct code entry. Press R2 to increase or L2 to decrease the head size of your boarder.

DISPLAY COORDINATES
Select tournament mode and enter SHOWPOS as a name. The word "Cheater" will be spoken to confirm correct code entry. Your character's position will be displayed in the lower left corner of the screen.

VIEW GAME PROGRAMMING DATE
Press L1 + L2 + R1 + R2 at the menu with one player/multi-player split screen options. The game's completion date will now be displayed in the lower right hand corner of the screen.

CONTROL CAMERA
Press SELECT during the game for multiple close-up views.

CONTROL REPLAY CAMERA
Hold ← during a replay to switch to slow motion or hold ↓ to pause.

ELIMINATE FALLING SNOW
Select a run (and finish it as well if you want), now quit, then repeatedly press the ⊗ button. Resume with no falling snow and a further view.

CRASH BANDICOOT 3: WARPED

SPYRO THE DRAGON DEMO
Press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊡ at the title screen.

LEVEL 31 – HOT COCO
Go to Level 14 and ride about half way through the level to find an alien crossing sign on the left hand side. Run into the sign to be transported to level 31.

LEVEL 32 – EGGIPUS REX
Go to Level 14 and take the yellow gem ride. Continue until reaching the area where the huge dinosaur chases Crash. Allow the second pterodactyl to capture Crash to reach level 32.

105 PER CENT COMPLETION
Collect all relics and gems, including those from the Hot Coco and Eggipus Rex bonus levels. The relics that are collected must be at least gold or platinum. Then approach Crash's sister, next to the save spot, to find another clear gem. Take the gem to view a rather nice fireworks display and finish with a pretty darn impressive 105 per cent completion status.

INSTANT UKA UKA
Press △ + ◎ + ⊗ + ⊡. Note: This may only be done once per life.

HINT: FIVE LIVES LOCATION
Begin the game on level 14 and then take the yellow gem ride. Go all the way to the end of this ride, and use a double jump over the yellow gem. Then, use a double jump to cross over the steel wall to find yourself five hidden lives.

CRASH TEAM RACING

These cheats must all be entered on the main menu. Simply hold down L1 + R1 and input the desired code for the corresponding cheat.

HIDDEN CHARACTERS
Penta Penguin
↓, →, △, ↓, ←, △, ↑
Ripper Roo
→, ◎, ◎, ↓, ↑, ↓, →
N Tropy
↓, ←, →, ↑, ↓, →, →
Papu Papu
←, △, →, ↓, →, ◎, ←, ←, ↓
Komodo Joe
↓, ◎, ←, ←, △, →, ↓
Pinstripe
←, →, △, ↓, →, ↓

POWER-UPS
Always Invisible
↓, ←, →, ↑, ↓, →
Invisibility
↑, ↑, ↓, →, →, ↑
Infinite Bombs
△, →, ↓, →, ↑, △, ←
Wumpa Fruit
↓, →, →, ↓, ↓

MISCELLANEOUS
Extra Tracks
→, →, ←, △, →, ↓, ↓
Super Turbo Pads
△, →, →, ◎, ←
View Turbo Counter
△, ↓, ↓, ◎, ↑
Scrapbook
↑, ↑, ↓, →, →, ←, →, △, →
Unlimited Masks
←, △, →, ←, ◎, →, ↓, ↓

CROC 2

To activate the Cheat Menu hold down L1 and press △, ←, ←, →, ⊡, ↑, ↑, ← and ◎. When you're playing the game press L2 and R2 together to open up the Cheat Menu.

INFINITE CRYSTALS
At the title screen hold L1 and press ⊡, ⊡, ◎, ↓, ←, →, ←, →. Then, while playing the game, hold and press ⊡ to add one hundred crystals to your inventory. Repeat this to add an unlimited amount.

INFINITE LIVES
At the title screen hold L1 and press ◎, ↓, ←, ↑, →, △, ↓.

D IS FOR...

DARK FORCES

CHEAT MENU
Press ←, ◎, ⊗, →, ◎, ⊗, ↓, ◎, ⊗ during the game. A cheats menu will appear with the following options:
Invincible: No damage.
Coords: Displays current position.
Supermap: Display full map of current level.
Maxout: All weapons and ammunition.
Pogo: Higher jump to reach previously inaccessible locations.
Ponder: Turn AI off.
Gamewon: Jump to next level.
To use the level skip feature, enable

HARD RIGHT

COLIN MCRAE RALLY

GET AHEAD IN THE GAME THAT STARTED IT ALL...

CHEAT CODES
Enter one of the following when asked to enter your name:

Peasouper	Adds fog to all stages
Buttonbash	Power accelerator
Heliumnick	Co-driver has a squeaky voice
Directorcut	Allows you to play with replay
Kitcar	Gives a turbo boost (press SELECT when the green bar is full).
Moreoomph	Double engine power
Forklift	Rear wheel steer
Trolley	Allows you to drive with four-wheel steering
Blancmange	Green Jelly Car
Nightrider	Night Driving

BAGS OF FUN

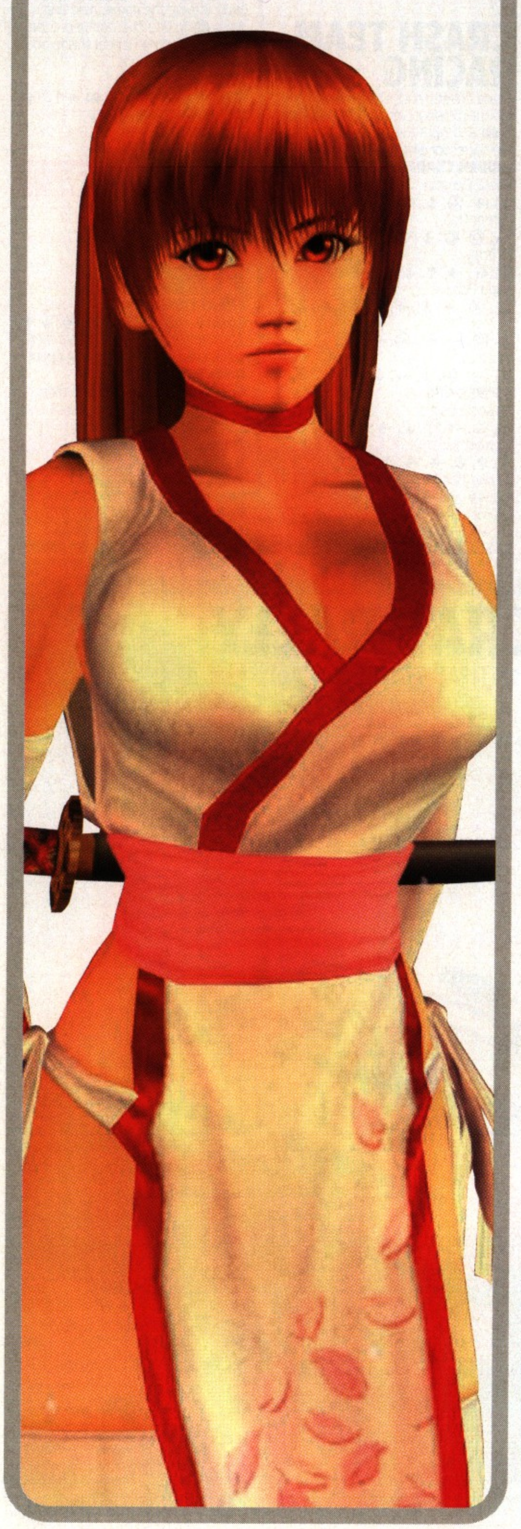
DEAD OR ALIVE

GET TO GRIPS WITH ALL THE BABES AND EXTRA CHARACTERS RIGHT HERE...

FIGHT AS RAIDOU
Unlock all costumes for all characters. Select costume 14 (for female characters) or 5 (for male characters) and complete the game under the normal difficulty level and default settings.

FIGHT AS AYANE
Complete the game using the Raidou under the normal difficulty level and default settings.

REPLAY END OF ROUND
Hold □ + ○ and press △ after a round ends but before the victory pose begins. Then continue to hold □ + ○ and press △ to replay end of round.



the "Gamewon" option on the cheat menu. Resume playing and pause the game to access a new option to jump to the next level.
LEVEL SELECT
Enter P3NDLDQNY2 as a password to access all previous levels.

DAVE MIRRA FREESTYLE BMX

SECRET CHARACTERS
Complete the game with any rider to unlock the character Slim Jim and a bonus bike.
EXTRA POINTS
Use the secret bike and perform a Double Peg Stall anywhere in any level. The longer the balance the more points you'll collect. Or try bunny-hopping your way to extra points. When the round ends, pedal to the level and perform a bunny-hop with ↑ and ✕ or ↓ and ✕. Keep doing this and you will keep scoring even though the clock has stopped.

DESCENT

ALL LEVEL KEYS
Pause then press □, ✕, ○, △, ✕, △, △, ✕, △,✕, △, ✕.
ALL WEAPONS, 10 LIVES AND LEVEL SELECT
△, ✕, □, □, △, ○, ○, □, △, □, ○, ✕.
BRIGHTER SCREEN
□, △, ○, □, □, ✕, ○, △, □, ○, ✕, △.
CLOAKING DEVICE
△, □, ✕, ○, □, ✕, ○, △, ✕, □, ✕, △.
INVULNERABILITY
□, △, ○, □, □, △, ○, ○, □, △, □, ✕.
MEGA WEAPONS
△, □, ○, ✕, △, □, ✕, △, □, ✕, ○, ←.
RESTORE SHIELDS
△, △, ✕, □, △, ○, △, ✕, □, ✕,△, ✕.
STRANGE COLOURS
□, △, ○, □, □, △, ○, ○, □, △, □, ✕, △, ✕, □, △.
TURBO SPEED
□, △, ○, □, ○, ✕, □, ✕, ○, △, □, ✕.

DESTRUCTION DERBY

MONASTERY RUINS BONUS TRACK
Enter REFLECT! as a name in a Wreckin' Race-Championship. When the main menu returns change the race to Wreckin' Race-Practice. Monastery Ruins can now be selected as a course. This track is normally rewarded for finishing first in the season.
NO DAMAGE
Enter !DAMAGE! as a name.
CHOOSE NUMBER OF COMPETITORS
Enter NPLAYERS as your name. From the main menu, go to the track select screen. After a track is selected, you will be able to choose the number of competitors.
SMOKING OPPONENTS
Enter DERBYMAN as your name.
MONKEY SECRET
Choose Destruction Derby-Championship and enter MONKEY as your name. Start the game and perform five 360s. A monkey will begin running around the track. Hitting the monkey is worth a large amount of points.
VIEW REFLECTIONS STAFF
Hold down L1 + ← + ○ at the piracy screen.
RIDGE RACER TYPE TRACK
Start two-player mode. Enter RIDGE as a player one and RACER as a player two.
EASY FOUR POINTS
Hold Accelerate + → for a few seconds at the beginning of a race.
TIME CHEAT
Select Total Destruction from the main menu. As soon as the game starts, pause and exit. If you had 0 seconds on the clock, your name will appear on the scoreboard with 566.?? seconds.

DESTRUCTION DERBY 2

ALL TRACKS
Enter MACSrPOO as your name. Start a new practice race to immediately access the new tracks.
ANIMATED CREDITS
Enter CREDITZ! as your name. Animated credits of the main programmers will appear.
FMV CREDIT SEQUENCE
Enter ToNyPaRk as your name. A video of the credits with a background FMV will appear.

DESTRUCTION DERBY RAW
To make your motor impervious to damage in Wreckin Racin Mode, enter INVINCIBLE! as your name - the other cars will just bounce off you.

DIE HARD TRILOGY 2: VIVA LAS VEGAS

ALL WEAPONS
Pause during the game and then press the following: □, □, ○, ○, L1, L1.
AUTOMATIC RE-LOAD IN SHOOT-'EM-UP MODE
Pause the game and press □, □, △, △, ○, ○.
BIG HEAD MODE
Pause the game and press R1, R1, L1, L1, △, △.
DISABLE LASER SIGHT
Pause the Game and press L1, L1, △, △, L1, L1, L1.
ELECTRIC MAN (IN ADVENTURE MODE)
Pause the game and press □, □, L1, L1, R1, R1.
FIRST PERSON VIEW IN ADVENTURE MODE
Pause the game and press ○, △, △, □.
INFINITE AMMO
Pause the game and press L1, L1, R1, R1, ○, ○.
INVINCIBILITY
Pause the game and press △, △, ○, ○, L1, L2.
POP TOP MODE
Pause the game and press □, □, ○, ○, R1, R1.
SKELETON MODE
Pause the game and press ○, □, △, △, □, ○,
SLOW ROCKETS
Pause the game and press L1, R1, R1, L1, △, □.
SNAKE CAR IN DRIVING MODE
Pause the game and press ○, □, R1, R1, ○, L1, ○.

DINO CRISIS 2

UNLOCK DINO COLISEUM
Beat the game once to to fight all dinosaurs found in pit fight.

CHARACTERS FOR CASH
Earn the following amount of money to buy each character for the Coliseum or Dino Duel.

Rick	100,000 Extinct Points
Gail	100,000 Extinct Points
Tank	120,000 Extinct Points
Oviraptor	150,000 Extinct Points
Velociraptor	150,000 Extinct Points
Inostrancevia	160,000 EPs
Allosaurus	180,000 EPs
Tyrannosaurus Rex	150,000 Extinct Points
Triceratops	200,000 Extinct Points
Compsagnathus	250,000 Extinct Points

UNLIMITED AMMO
Complete the game and collect all 11 Dino Files to reveal the EPS Platinum Card at the Save Screen. This will give you unlimited ammo next game.
UNLOCK TRICERATOPS AND COMPSAGNATHUS
Once you have purchased all the other dinos for Dino Duel and Dino Coliseum in Hard Mode you can unlock the Triceratops and Compsagnathus.

DISNEY'S DINOSAUR
Hold L1 + R1 and press ○, ↑, ✕, □, ↓, ←, →, □, to enable the Cheat Menu.

DISNEY'S HERCULES

PASSWORDS
To access any level, enter one of these at the password screen:
LEVEL PASSWORDS HERO'S GAUNTLET
Hydra, Medusa, Shield, Medusa
CENTAUR'S FOREST
Centaur, Herc's head, Minotaur, Archer
BIG OLIVE
Centaur, Shield, Hydra, Herc's Head
HYDRA CANYON
Shield, Helmet, Shield, Soldier
MEDUSA'S LAIR
Archer, Pegasus, Archer, Centaur
CYCLOPS ATTACK
Helmet, Pegasus, Herc's Head, Archer
TITAN FIGHT
Soldier, Shield, Shield, Lightning
HALLS OF ETERNAL TORMENT
Medusa, Soldier, Centaur, Pegasus
VORTEX OF SOULS
Soldier, Lightning, Soldier, Centaur
FULL MOTION VIDEOS
Pegasus, Soldier, Centaur, Soldier

DRIVER 2

SECRET AREAS
Parts of each city can be unlocked when you pull a certain lever or find a certain building. To reveal each item, complete the task on the right.

SECRET	**HOW TO UNLOCK IT**
CHICAGO	
Baseball Stadium	Ticket Office
HAVANA	
Mini	Garage
Army Base	Hidden Switch
VEGAS	
Custom Pick-up	Garage
Construction Site	Jump Into it
Invincibility	Drug Store
RIO	
Truck	Docks
Immunity	Police Station

DUKE NUKEM: LAND OF THE BABES

MASTER CODE
Press L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, ○(4), ✕(4), □(4), SELECT(4) at the cheats screen to unlock all codes.
LEVEL SELECT:
○, ✕, □(2), ✕, □, ○
ALL WEAPONS:
R2, ✕, L1, □, R1, ○, L2
UNLIMITED AMMUNITION:
L2, ○, R2, □, ○, L2, R1
DOUBLE DAMAGE:
□(3), ○(3), ✕
INVINCIBILITY:
L1, □, ○(2), □, L1, L2
TEMPORARY INVINCIBILITY:
Press L1(6), R2
INVISIBILITY:
Press □, ✕, ○, □, ✕, ○, □ at the cheats screen.
FULL ARMOUR:
Press L1(2), R1(2), ✕(2), ○(2) at the cheats screen.
FULL EGO:
Press R1(2), ○(2), L1(2), R2 at the cheats screen.
FIRST PERSON VIEW:
Press L2, R1, L1, R2, ○, ✕, □ at the cheats screen.
BIG HEAD DUKE:
Press □(2), ✕, ○(2), ✕, □ at the cheats screen.
SMALL HEAD DUKE:
Press □, ✕, ○(2), ✕, □(2) at the cheats screen.
BIG HEAD ENEMIES:
Press ✕(2), R1, ✕, L1, ✕ at the cheats screen.
SMALL HEAD ENEMIES:
Press ✕, L1, ✕, R1, ✕(2) at the cheats screen.
OUTTAKE FMV SEQUENCES:
Press L1, L2, R1, R2, □(2), ○(2) at the cheats screen.
WACKY FMV:
Press L1, L2, R1, R2, ○(2), □(2) at the cheats screen.
ENDING FMV SEQUENCE:
Press ○, R2, L1, □, L2, ✕ R2 at the cheats screen.

DUKE NUKEM: TIME TO KILL

LEVEL SELECT
Pause the game and press ↓ nine times, ↑, then exit the current game. Select the "Time To Kill" option at the bottom of the menu, press ← or → to select a level, then press ✕ to begin the game.
CHEAT CODES
For all these cheats, pause and input the code.
INVINCIBILITY
L2, R1, L1, R2, ↑, ↓, ↑, ↓, SELECT, SELECT.
INFINITE CONTINUES
←, →, ↑, ←, →, ↓, ←, →, L1, R1.
INVISIBILITY
L1, R1, L1, R1, L1, R1, L1, R1, L1, R1.
UNLIMITED AMMUNITION
←, →, ←, →, SELECT, ←, →, ←, →, SELECT.
ALL WEAPONS
L1, L2, ↑, L1, L2, ↓, R1, →, R2, ←.
POWERED-UP WEAPONS
R1, R2, L2, L1, R1, R2, L2, L1, SELECT, SELECT.
ALL ITEMS
R1, R1, R1, R1, R1, L2, L2, L2, L2, L2.
EXTRA DAMAGE
L2, R2, L2, R2, L2, R2, L2, R2, L2, R2.
BIG HEAD DUKE
R1 nine times, ↑
SMALL HEAD DUKE
R1 nine times, ↓
BIG HEAD OPPONENTS
R1 nine times, ←
SMALL HEAD OPPONENTS
R1 nine times, →
INTRODUCTION SEQUENCE
SELECT, ↑ nine times, SELECT, L1.
VICTORY SEQUENCE
SELECT, ↑ nine times, SELECT, L2.
KILT SEQUENCE
SELECT, ↑ nine times, SELECT, R2.
VIEW CREDITS
SELECT, ↑ nine times, SELECT, R1.
GAME COMPLETED
□, △, ○, ○, during the game.
ROGUE TRIP FMV SEQUENCE
Press L1 + L2 + R1 + R2 at the GT Interactive logo during the opening sequence.

DYNASTY WARRIORS

FIGHT AS ZHUGE LIANG
Finish the game with Guan Yu, Zhang Fei and Zhao Yun. Then press ← at the character selection screen.

FIGHT AS CAO CAO
Finish the game with all characters except Guan Yu, Zhang Fei, and Zhao Yun.

FIGHT AS LU BU
Finish the game with Zhuge Liang and Cao Cao.

FIGHT AS TOUKICHI
Enable Zhuge Liang, Cao Cao, and Lu Bu. Quickly press ↓, ↓, →, ↑, ○, △, R1 and then R2 at the title screen.

FIGHT AS NOBUNAGA
Enable Lu Bu. Quickly press □, ↑, △, ↓, ○ at the title screen. A sound will confirm correct code entry. Nobunaga is located to the right of Shun Shang Xiang. Choose this character by pressing L1 or R1 at the Character Select screen – Nobunga has basically the same attacks as Lu Bu.

FIGHT AS SUN SHANG XIANG
Quickly press ←, ←, ↑, ↓, △, □, L1, R1 on the one-player battle

screen. The sound of a sword will confirm correct code entry. Choose this character (a girl), by pressing L1 or L2 on the character select screen.

EVIL DEAD: HAIL TO THE KING
If you don't want your chainsaw to pack in halfway through a zombie, dap in ⊗ ⊗ ◎ ⊡ ◎ ⊡ △ at the main screen for unlimited fuel. Happy chopping everyone!

F IS FOR...

FELONY 11-79

ALTERNATE CAMERA VIEW
Hold SELECT and press △ in the game.

ALL VEHICLES AND TRACKS
Quickly press L2 + R1 + R2, R2, L2, R1 + △ on controller two at the main menu. The sound of an explosion will confirm correct entry.

ALL VEHICLES AND TRACKS (ALTERNATE)
Hold △ and quickly press R1 + L2 + R2, R2, L2, R1 on controller two at the game mode selection screen. The sound of an explosion will confirm correct code entry. Alternatively, use controller two at the game mode selection screen. Hold △, then hold L2 + R1 + R2. Release L2 + R1 + R2, then press R2, L2, R1 while still holding △.

SECRET VEHICLES
To access the hidden vehicles, accomplish the following tasks right now

360	Complete the Paris track with over $2.5 million. To accomplish this, use the DRM (Dodge Ram). Enter the subway and destroy both of the trains and some cars. Then, use the last phone on the map.
BUS	Complete the Seaside track.
CIV	Complete the downtown track.
DAM	Complete Metro City track.
DBL	Complete the Paris track in under four minutes.
DTK	Complete the Paris track.
ELS	Complete the Seaside track with over $2.5 million. To accomplish this, select the Dump Truck as a vehicle. At the start of the track, reverse until two containers worth $100,000 each are hit, but ignore the rest to save time.
FD7	Complete the downtown track within four minutes.
FML	Complete the downtown track with no accumulated money and no damage.
GT1	Complete the Seaside track within four minutes.
GTK	Break the speed limit on the freeway section of the Seaside track by at least 53 mph.
GT5	Complete the Seaside track.
GTS	Complete the downtown track with over $1 million. Alternatively, Complete the Seaside track.
LIM	Complete the Paris track.
NSR	Complete downtown track.
PLC	Complete Seaside track with no accumulated money or damage.
PCS	Complete the downtown track within four minutes.
RCC	Destroy the shelves on the left wall at the shopping mall at the end of the Paris track before time runs out. To save some time, try picking up the RCC, then use one of the phones.
SIR	Complete the downtown track.
SSP	Exceed 144 mph at the speed checkpoint on the Seaside track.
TAC	Complete the Metro City track within four minutes.
TNK	Complete the Paris track with no accumulated money or damage.
VPR	Complete the downtown track with over $1 million. To accomplish this, select the 318 as a vehicle. Reverse back into the jewellery store when starting at the beginning of the track. Destroy the rest of the jewellery, worth $80,000 each.

FINAL FANTASY VII

BAHAMUT ZERO MATERIA
When in the Rocket with Cid, enter the combination ◎, ⊡, ⊗, ⊗. Now go to Budenhagen at Cosmo Canyon, and examine the Blue Materia. Bahamut Zero will be yours.

FIGHTING FORCE

CHEAT MODE
Hold ← + ⊡ + L1 + L2 + R1 + R2 at the Main Menu. The words "Cheat Mode" will appear at the bottom of the screen to confirm correct code entry. Enter the options screen to access invincibility and stage select options.

UNLIMITED LIVES
Pause the game and press →, ⊡, △, ⊡, △, ⊗.

FIFTH ELEMENT

CHEAT MODE
Press L1, L2, R2, R1, SELECT at the Main Menu. A sound will confirm correct code entry. Press ↑ to display a cheat menu with level selection, unlimited lives, weapon, item, and FMV sequence options available. For the PAL version, hold ◎ + △ + L2 at the Main Menu.

G IS FOR...

G POLICE: WEAPONS OF JUSTICE

LEVEL PASSWORDS
Use these on the password screen to get through to the later stages.

Level 2	OCTOPI
Level 3	BRAINS
Level 4	FINGER
Level 5	BANANA
Level 6	JUNGLE
Level 7	VOODOO
Level 8	SQUEAK
Level 9	DUNDEE
Level 10	TEAPOT
Level 11	BUTTER
Level 12	INDIGO
Level 13	STROUD
Level 14	ELIXIR
Level 15	LIQUID
Level 16	STAPLE
Level 17	SHIRTS
Level 18	APPLES
Level 19	GADGET
Level 20	TANUKI
Level 21	SALADS
Level 22	DUFFCO
Level 23	PHONES
Level 24	ASSERT
Level 25	OXYGEN
Level 26	JOYPAD
Level 27	ACTIVE
Level 28	MENACE
Level 29	WINDOW
Level 30	AGENDA

GEX 3: DEEP COVER GECKO

INVINCIBILITY
Pause the game, then hold L2 and press ↓, ↑, ←, ←, △, →, ↓.

GEX QUOTES
Pause the game, then hold L2 and press ↓, →, ←, ◎, ↑, →. Resume the game and press SELECT to force Gex to make a comment.

VAULT CODE NOTE
To enter the following vault screen passwords, play the hidden level and get all four vault collectables. Enter passwords at the vault screen.
Extra life - △, ◎, Star, ⊡, ⊡, ⊗.
Ten Lives – ⊡, ⊗, ◎, ◎, △, ⊡.
Invincibility – ⊡, Star, △, ⊡, △, Diamond.
Play as Alfred – ⊡, ⊗, △, ⊡, Star, Star.
Play as Cuz – ⊡, Diamond, ⊡, ⊡, △, Diamond.
Play as Rex – ⊡, Star, Star, ⊡, △, △.
View FMV Sequence – ◎, △, ⊡, Star, Diamond, Star.
View FMV Sequence 2 – Diamond, Star, ⊡, ⊗, △, ◎.

OLD SKOOL

FEAR EFFECT 2: RETRO HELIX

DON'T GET SCARED – WE'VE GOT ALL YOU NEED RIGHT HERE...

RETRO HELIX
Once you've completed the game you can get your hands on these natty cheats. Start a new game and after waiting until the intro has finished, head over to the control panel on your left. Turn it on, then press △ START L1 to access Cheat mode. Type in 11692 for every weapon, 61166 for unlimited ammo or 10397 for Big Head mode.

ART GALLERY
You can access an art gallery on each of the three discs. At the main menu on disc one, press ← → ↑ ↑ ↓ and ◎. Now chose "extra" from the options menu. On disc two, press ↑ ↑ R1 R1 R1 and ⊡. On disc three, press L1 R2 L1 R2 L1 and ⊡.

GHOST IN THE SHELL

ALL MISSION AND TRAINING FMV SEQUENCES
Quickly press R2, R1, ↑, ↓, ⊡, ⊡, R2, R2 at the Main Menu. A sound will confirm correct code entry.

GRAN TURISMO

HIGH RESOLUTION MODE
Earn an International A Licence, then enter the GT League and win all four cups, including the GT World Cup. Alternatively, successfully complete all arcade mode tracks under the hard difficulty level.

BONUS FMV SEQUENCE
Select arcade mode, obtain the bonus tracks, then finish in first place on all tracks with any car. This must be done in A, B, and C class mode under the normal or higher difficulty setting. A "Staff Video" option will now appear under "Bonus Items".

GRAND THEFT AUTO: LONDON

CHEAT CODES
Enter the code at the password screen. Enter it again to cancel it.
HAROLDHAND – All levels, all weapons, infinite ammo, a 'Get Out Of Jail Free' card, armour, 999999 points, 99 lives, 5x multiplier, no cops, and display coordinates.
GETCARTER – All levels, all weapons, infinite ammunition, 'Get Out Of Jail Free' card, armour, 99 lives, 5x multiplier, maximum wanted level, display coordinates.
FREEMANS – All levels, all weapons, infinite ammo, 'Get Out Of Jail Free' card, armour, 5x multiplier.
DONTMESS – All weapons, infinite ammo, 'Get Out Of Jail Free' card, armour.
TOOLEDUP – Same as above.
SORTED – All levels, weapons, infinite ammo, 'Get Out Of Jail Free' card, armour.
RAZZLE – All levels.
READERWIFE – Same as above.
MAYFAIR – London levels 1-2.
PENTHOUSE – London levels 1-3.
MCVICAR – 99 Lives.
BIGBEN – 9,999,990 points.
SIDEBURN – 5x multiplier.
OLDBILL – Max wanted level.
GRASS – No cops.
SWEENEY – Display coordinates.

GRAND THEFT AUTO 2

CHANGE THE RADIO STATION
To change the radio station press ↑ + SELECT.

CHEAT CODES
To activate a cheat, enter its corresponding code (without spaces) as a player name.
1,000,000 Points – BIG SCORE
500,000 Dollars – MUCH CASH
5x Multiplier – HIGH FIVE
All Weapons and Ammo – NAVARONE
Debug Mode – NO FRILLS
Disable Law Enforcement – LOSE FEDS
Display Coordinates – WUGGLES
Level Select – ITS ALL UP
Maximum 'Wanted' Level – DESIRES
Unlimited Energy – LIVE LONG

FREE MONEY
Steal a taxi and pick up people, they pay you about $5 per second. Be patient they don't always get in. They pay you until you drive recklessly or if you are being chased by cops.

GRIND SESSION
Unlock all tricks: SELECT the tournament mode, pause the game and press ↓, ←, ↑, →, ↓, ←, ↑, →

H IS FOR...

HEART OF DARKNESS

CHEAT MODE
Hold L1 + L2 + R1 + R2 on controller two and then turn on the PlayStation. Keep the buttons pressed and enter the options screen from the main menu with controller one. Then, choose the "Load Game" option from the "Treehouse" screen to select any level or FMV sequence.

HOGS OF WAR

For these cheats, go to the "Name your team' screen and type in the following names:
FMV Scenes – PRYING PIGS
Team Lard – MARDY PIGS
Cool FMV Scene – WATTA PORK

I IS FOR...

INTERNATIONAL TRACK & FIELD

BIKINIS IN FREE STYLE SWIMMING
Highlight "100m Free Style" at the game select screen and press ↑, ↑, ↓, ↓, ←, →, ←, →, ◎, ⊗. As a result the swimmers will now wear bikinis during the free style event.

HIDDEN GAUGES
Choose the start option from the title screen. Enter any event and pause the game. Hold L1 + L2 + R1 + R2 + ⊡ + ⊗ + △ + ◎. Keep these buttons held and repeatedly press ↑ or ↓ to move the gauges off the screen.

SPACE SHUTTLE
In the Pole Vault, clear the qualifying height of 4.5 meters on the first attempt. On the second attempt, set the pole to 5.0 meters and clear it. A shuttle will fly by when the pole is set again.

TYRANNOSAURUS REX
In the Shot Putt, get a distance composed of all the same digits, such as "11.11" or "55.55". A Tyrannosaurus Rex will appear behind the crowd in the stadium.

U.F.O.
In the Javelin, tap ⊡ or ◎ button once and to begin jogging towards the foul line. When the angle meter appears, press and hold ⊗ to get it over 60 degrees. When the meter rises, begin pressing the ⊡ or ◎ button rapidly. Make sure you are running at a high speed and release the javelin before the foul line. The javelin must be thrown with the maximum power at an angle of more than 60 degrees. A U.F.O will fall into the stadium with the javelin protruding from it.

BIRDS
In the Discus, get a distance that matches in meters and centimetres, such as "55.55" or "23.23". A flock of birds will appear above the stadium.

MOLE
In the Triple Jump or Long Jump, match the last three numbers of your distance, such as "13.33" or "19.99". A mole will appear from the location of your jump.

BALLOON
In the Hammer Throw, distance that matches in meters and centimetres, such as "1.01", "21.21", or "35.35". A balloon will appear from the crowd.

BLIMP
In the High Jump, qualify in the first attempt. On the second attempt, adjust the bar more than 40cm and clear it. During the third jump, a blimp will appear.

THE ITALIAN JOB

UNLOCK EVERYTHING
At the main menu, highlight The Italian Job and enter the following code - △ △ ◎ △ ◎ △ ⊡ △ ⊡ △.
'Loading' should now appear on screen if the cheat has worked.

SECRET MISSION
To access the secret mission, drive to the roundabout in Turin and take the first right, then proceed along until you reach the parking lot. Once there, hit all the cones and you'll get a new job offer. Easy as that!

J IS FOR...

JACKIE CHAN'S STUNT MASTER

ALL LEVELS
On the Press Start screen press L2, ⊡, △, ◎, ⊗, R2, R2.

BONUS MOVIE
To access the bonus movie press ←, →, R1, ◎, ⊡, △, △, Press ⊗ to watch the movie.

JERSEY DEVIL

UNLIMITED LIVES
Collect the bonus life at the top of the fountain at the start of the game. Press START to pause the game and display the status screen. Resume the game and collect the same bonus life, which will re-appear. Repeat this procedure to collect an unlimited number of lives.

K IS FOR...

KLONOA: DOOR TO PHANOTMILE

BALUE'S TOWER (EXTRA VISION) BONUS LEVEL.
Save all 72 Phantomilians.

MUSIC TEST
Complete the Balue's Tower bonus game. A music test option will appear on the level selection screen.

CONTROL TITLE SCREEN
Press L2 and R2 at the title screen to blow the leaves off the screen.

LEVEL SELECT
Complete the game, then return to the title screen. Select the "Continue" option, then select "Vision Clear".

KRAZY IVAN LEVEL SELECT
Highlight Russia and press → at the level select screen with the globe. Hold ⊗ + ↙ before the Jap mission details appear. The globe will begin to bounce through the levels. Release the buttons when a specific level is displayed to play that stage.

TRUE ENDING
As the shield generator is blown up on the final level (Japan), walk into the centre of the explosion to find a hidden level and the true ending of the game. Smart!

KNOCKOUT KINGS 2001

NOLAN – Owen Nolan
FRANCIS – Steve Francis
BABY – baby
BULLDOG – bulldog
CLOWN – clown
EYE – cyclops
GORE – gorilla

L IS FOR...

LMA MANAGER

To open the cheats enter the code as a player name. A cheering crowd will sound.

£500,000,000
KING MIDAS

ANY PLAYER WILL JOIN THE CLUB
NORTH AND SOUTH

BUILD STADIUM FASTER
UICK DRY CEMENT

HIGH RATING (95% – 98%)
THE BEST

QUICKER HEALING
WITCH DOCTOR

RAINY WEATHER
WET WET WET

SUNNY WEATHER
DRY DRY DRY

THE SUBSEQUENT GAME IS PLANNED
BACKSEAT MANAGER

WIN ALL GAMES
IVOR INVINCIBLE

KAIN AND ABLE

LEGACY OF KAIN SOUL REAVER

CHEATS TO MAKE YOU VERY HAPPY INDEED...

AERIAL REAVER
Pause the game during play, and hold L1 or R1, and press ⊗, →, ↑, ↑, △, ←, ←, →, ↑.

ALL ABILITIES
Pause the game, hold L1 or R1, and press ↑, ↑, ↓, →, →, ←, ◎, →, ←, ↓.

CONSTRICT
Pause the game, hold L1 or R1, and press ↓, ↑, →, →, ◎, ↑, ↑, ↓.

FIRE GLYPH
Pause the game, hold L1 or R1, and press ↑, ↑, →, ↑, △, L2, →.

FIRE REAVER
Pause the game, hold L1 or R1 and press ↓, ↑, →, ↑, ↓, ←, ◎, →, ↓.

FORCE GLYPH
Pause the game, hold L1 or R1, and press ↓, ←, △, ↓, ↑

FORCE PROJECTILE
Pause the game, hold L1 or R1, and press ←, →, ◎, ←, →, ←.

HURT RAZIEL
Pause the game, hold L1 or R1, and press ←, ◎, ↑, ↑, ↓.

KAIN REAVER
Pause the game, hold L1 or R1, and press ⊗, ◎, →, △, ←, ←, →, ↑.

MAKE FIRE REAVER
Pause the game, hold L1 or R1, and press △, →, ↓, ◎, ↑.

MAXIMUM HEALTH UPGRADE
Pause the game, hold L1 or R1, and press →, ◎, ↓, ↑, ↓, ↑.

MAXIMUM MAGIC UPGRADE
Pause the game, hold L1 or R1, and press △, →, ↓, →, ↑, △, ←.

OPEN WARP GATES
Pause the game, hold L1 or R1, and press ↑, ↑, ↓, →, →, ←, ◎, →, ←, ↓.

PHASE
Pause, hold L1 or R1, and press ↓, ◎, ◎, ←, →, △, ↑.

RESTORE HEALTH
Pause the game, hold L1 or R1, and press ↓, ◎, ↑, ←, ↑, ←.

RESTORE MAGIC
Pause the game, hold L1 or R1, and press →, →, ←, △, →, ↓.

SOUL REAVER
Pause the game, hold L1 or R1, and press ↓, △, L2, →, →, ↓, ↓, ←, △, ↓, →.

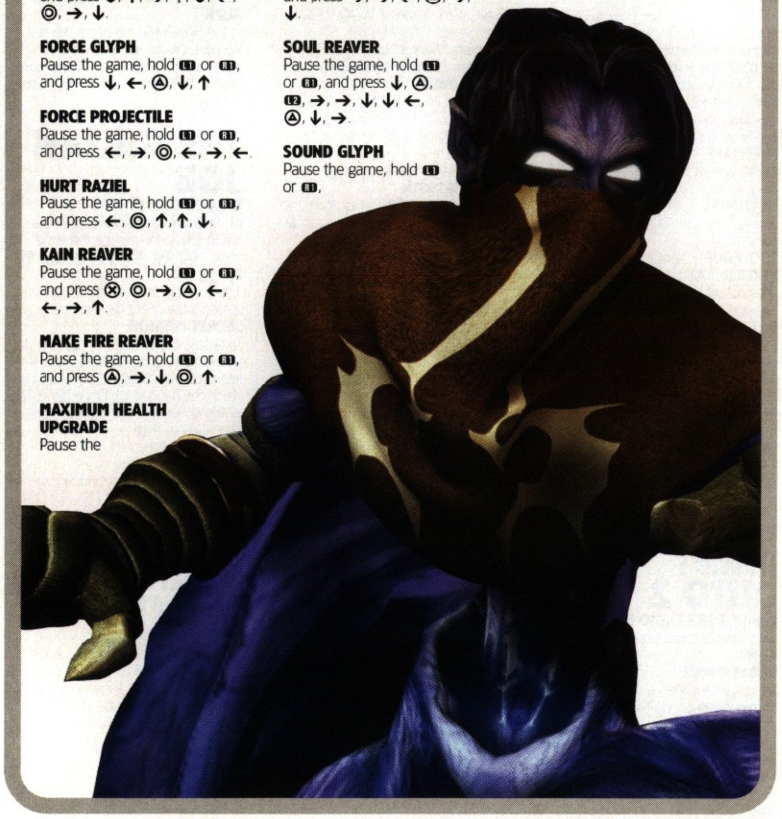
SOUND GLYPH
Pause the game, hold L1 or R1, and press →, →, ↓, ◎, ↑, ↑, ↓.

STONE GLYPH
Pause the game, hold L1 or R1, and press ↓, ◎, ↑, ←, ↓, →, →.

SUNLIGHT GLYPH
Pause the game, hold L1 or R1, and press ←, ◎, ←, →, →, ↑, ↑, ←.

UPGRADE HEALTH TO NEXT LEVEL
Pause the game, hold L1 or R1, and press →, ⊗, ←, △, ↑, ↓.

WALL CLIMB
Pause game, hold L1 or R1, and press △, ↓, L2, →, ↑, ↓.



LOST WORLD

LEVEL SELECT, VIEW FMV SEQUENCES
Enter ⊡, ⊗, ◎, △, △, ⊗, ⊡, ◎, △, ◎, ⊗, ⊡ as a password three times. Note: Ignore the invalid password response between entries. Select the blank position at the bottom of the "Movies" menu to view all FMV sequences.

FREE MOVEMENT
Begin the game on the Human Prey or Hunter levels. Hold L1 + ↑, then press ⊗ + ⊡. Your character may now move freely through out the level and have a rapid fire weapon. Note: Your character will also be invincible while shooting.

M IS FOR...

MARVEL SUPER HEROES

FIGHT AS DR DOOM
Complete and save the game under the default settings. Turn off the "Shortcuts" option. Enter the character selection screen. Press ↓, then press ↓ again and hold the button. Quickly press ⊗, ◎, R1 in that order, holding each button down as the next button is pressed. At this point, ↓ + ⊗ + ◎ + R1 should be held on the controller. The words "Captain America" will be spoken, but Dr. Doom's face and name will appear.

FIGHT AS THANOS
Complete and save the game under the default settings. Turn off the "Shortcuts" option. Enter the character selection screen. Press ↑, then press ↑ again and hold the button. Quickly press L1, △, ⊡ in that order, holding each button down as the next button is pressed. At this point, ↑ + L1 + △ + ⊡ should be held on the controller. The words "Spider-Man" will sound, but Thanos' face and name will appear.

DISABLE VS MODE POWER GEMS
Press SELECT on controllers one and two before the match begins. The phrase "No Gems" will appear to confirm correct code entry.

CONTINUE FIGHTING
Hold SELECT after the last round of the match ends to continue hitting your opponent.

ALTERNATE COSTUMES
Turn off the "Shortcuts" option. Hold ↑ (if your character is in the upper row) or ↓ (if your character is in the lower row) for approximately three seconds and press any button at the character selection screen.

THROW PUMPKINS
Use a Reality Gem, then press SELECT.

MARVEL SUPER HEROES VS STREET FIGHTER

To get these hidden characters, highlight the second character, hold SELECT, and press any button.

Evil Sakura	Hulk
Mech Zangief	Blackheart
Mephisto	Omega Red
Shadow	Dhalsimun
US Agent	Bison

MAT HOFFMAN PRO BMX

Pause the game and hold L1 while you stick in each cheat.

FREE TIME
⊡ ↑ ◎ ⊗

TIMES TEN SCORE
⊡ ◎ ◎ ↑ ↓ ↓

INFINITE BALANCE
⊡ ← ↑ →

INFINITE SPECIAL
← ↓ △ ◎ ↑ ← △ ⊡

SMALLER SCORES
↑ ↓ ↑ ◎ ◎ ⊡

BIG WHEELS
↓ ◎ ◎ ↓

GRIND METER
← ◎ ⊡ △ ⊡ ◎ ⊗

UNLOCK GRANDMA
Retry any Career Mode level ten times without letting the timer run out. On the tenth try the game will tell you that "you ride like grandma" and you can play as the old dear.

UNLOCK TONY HAWK
Beat the game with any rider with 30 covers and two gold medals to unlock Tony Hawk on a bike!

UNLOCK WAREHOUSE FROM TONY HAWK'S
Pull off a combo for 200,000 points without cheating!

UNLOCK BURNSIDE FROM TONY HAWK'S
Beat the game with all eight riders with all the covers and gold medals.

MDK

BONUS ARENA
In World 1 Arena 1, after you have blown up the atomic door with the "world's smallest atomic device", turn around and go back to the original cave you started the game in. You will find a shimmering pink ball. Step into the ball. You will appear in a new arena. Shoot all the Grunts in this arena. A tornado (useful for killing everything in an arena) and health bites will float down. Pick up these goodies and then step back into the ball. You will arrive back into the original cave and continue on to Arena 2.

GOD MODE
While playing, pause the game and press ↓, L1, ↑, ⊡, START, START, ◎, △, △, ◎,→, ↑, ←, L1, ⊡. Unpause the game to enable the code.

LEVEL SELECT
At the title screen press ←, ◎, △, ↑, ⊡.

CHEATS CODES
Before you can enter the following cheats, you must first pause the game and press ↓, R1, ↑, ⊡.

Bones Airstrike
, ↑, ◎, ↓, ↑, ↓, R1.

Cow Drop
↑, ↓, ↓, R1, →.

Dummy Decoy
⊗, R1, →, ◎, ⊗, ↑, ⊡.

Invincibility
◎, △, △, ◎, →, ↑, ←, R1, ⊡.

Mortar
←, R1, △, ⊡, →, ◎, ←, ←.

Nuke
↓, ↑, ⊡, △, ↓, ◎, ◎, →.

Sniper Grenade
↑, ⊡, R1, ←, ◎, △, ⊡.

Super Chain Gun
←, R1, ↓, ⊡, △, ↑, ↓.

Super Speed
→, ◎, △,◎, ⊗.
(During gameplay hold R2 for Super Speed.)

Thumper
↓, ↑, →, →, △, ↑, →, ↓.

Tornado
↓, R1, ⊡, △, →, ↑, ⊗.

The Worlds Most Interesting Bomb
Press ↓, →, ◎, ◎, ←, ←, ↑, ⊡, △.

MEDIEVIL II

ULTIMATE CHEAT MENU
Pause the game, hold p and press the following buttons in this order: △, ◎, △, ◎, ◎, △, ←, ◎, ↑, ↓, →, ◎, ←, ←, △, →, ◎, ←, ←, △, ◎, ↓, ◎, ◎, →.

METAL GEAR SOLID

STEALTH SUIT
Successfully complete the game under the easy level after submitting during the torture by pressing SELECT. Otacon will give your character the stealth gear after being saved. Allow credits to complete, then save the game. Load saved game to begin with the Stealth Suit.

BANDANA
Successfully complete the game without submitting to the torture. Your character will save Meryl and receive the bandana. When equipped, the bandana will allow unlimited ammo on any weapon.

MICRO MACHINES V3

Enter the following codes as your player name. You can enter as many names as you like:

Nine Lives in Single-player Mode – CATLIVES
Three Lives in Multi-player Mode – 3LIVES
All Tracks in Multi-player Mode – GIMMEALL
Tanks on All Tracks in Multi-player Mode – TANKS4ME
No Tank Weapons in Multi-player Mode – NOTANKS
Snow During Trophy Win – WINTERY

For the following codes pause the game and enter the commands:

TRANSFORM CAR TO ANY OBJECT
↓, ↓, ↑, ↑, →, →, ←, ←.

FLOATING OBJECTS
⊡, △, ⊡, ⊡, △, ⊡, ⊡, △, ⊗.

DOUBLE SPEED
⊗, ◎, ⊡, △, ⊗, ⊗, ⊗, ⊗.

SLOW CPU CARS
◎, △, ⊡, ⊗, ◎, △, ⊡, ⊗.

BEHIND CAR VIEW
←, →, ⊡, ◎, ←, →, ⊡, ◎.

BIG JUMPS
Press ⊡, →, →, ↓, ↑, ↓, ←, ↓, ↓ during the game. A beep will confirm that you have the correct code entry. Enter the code again to disable it.

MORTAL KOMBAT 4

CHEAT MENU
Enter Kombat Kode 302 213 at the 2 Player Vs. screen. Exit and enter the options menu. At the options menu, highlight "Versus Screen Enabled" and hold Block + Run for ten seconds.

ALTERNATE COSTUMES
Press START and any button to rotate select screen pictures two times to enable each character's second costume, except for Sonya and Tanya. The select screen pics must be rotated three times for these two.

FIGHT AS MEAT
Enter "Group Mode" and successfully complete the game with all 16 characters. After this has been accomplished, select any character and begin a match. Your character will playing as Meat with all the moves of the character that was selected.

FIGHT AS GORO
Select the invisible icon at the bottom of the character selection screen. Press ↑, ↑, ↑, ← to highlight Shinnok's icon, then press Run + Block.

FIGHT AS NOOB SAIBOT
Enter the 012 012 Kombat Kode at the 2 Player Vs. Screen. Exit this match and enter the character selection screen. Select the invisible icon at the bottom of the character selection screen. Press ↑, ↑, ← to highlight Reiko's icon, then press Run + Block. Single player stage select. Enter the "Practice" menu and select the stage that appears prior to the desired stage that you wish to start at. Select a practice mode match, then immediately quit. Select a single player game to begin at the desired stage.

VIEW BIOGRAPHIES
Enter "Kombat Theatre" Mode,

highlight the desired character and press Block.

KOMBAT KODES

Enter one of the following codes to activate the corresponding effect.

One-hit Win	123 123
Noob Saibot Mode	012 012
Red Rain (on Rain stage)	020 020
Explosive Kombat	050 050
Drawn Weapons Not Lost	002 002
Disable Throws	100 100
Disable Max Damage	010 010
Disable Throws and Max Damage	110 110
Random Weapon Appears	111 111
Start with Random Weapon	222 222
Start with Weapons Drawn	444 444
Many Weapons	555 555
Silent Kombat	666 666
Big Heads	321 321
Fight in Goro's Lair (Spike Pit)	011 011
Fight in The Well (Scorp's Stage)	022 022
Fight in Elder God's Stage	033 033
Fight in Tomb Stage	044 044
Fight in Rain Stage	055 055
Fight in Snake Stage	066 066
Fight in Shaolin Temple	101 101
Fight in Living Forest	202 202
Fight in Prison (Fan Stage)	303 303
Fight in Ice Pit	313 313

MORTAL KOMBAT TRILOGY

CLASSIC CHARACTERS

Press SELECT to choose Rayden, Jax, Kung Lao, or Kano for the original versions of those fighters.

STAGE SELECT

Highlight Sonya and press ↑ + START in one player or Vs mode. The screen will shake and a boom will be heard to confirm correct code entry.

UNLIMITED CREDITS

Press ↓, ↓, ↑, ↑, →, →, ←, ← at the story screen. A sound will confirm correct entry. The credit display will change to "Freeplay".

RANDOM CHARACTER SELECTION

Hold ↑ + START on the Character Select screen.

RED AND BLUE "?" BOXES

Quickly press HK, LK, RUN, LP, HP, HP, HP LP, LP at the story screen. A sound will confirm correct entry.

"?" ON KUBE

Hold ↑ + R1 + R2 + L1 + L2 and press ↑ when the square labelled "Konfigure Kombat" is displayed in the Options menu. The screen will shake to confirm correct code entry. The "?" menu will open, allowing access to a whole host of options.

MOTO RACER

Enter these codes at the first "Press Start" screen. The logo should reappear to confirm correct code entry.

VIEW CREDITS

◎, △, ◎, ◎, △, ◎, ↑, →, ←, ⊗.

VIEW VICTORY FMV SEQUENCE

◎, △, ◎, △, ◎, △, L1, ↑, R2, ⊗.

ENABLE ALL TEN TRACKS

↑, ↑, ←, →, ↓, ↓, ◎, R2, △, ⊗.

ENABLE ALL TEN REVERSED TRACKS

↓, ↓, →, ←, ↑, ↑, ◎, L2, △, ⊗.

REVERSE MODE

←, →, ←, →, ◎, ◎, R1, L1, △, ⊗.

RESISTANCE IS FUTILE

MEDAL OF HONOR: UNDERGROUND

TAKE THE NAZIS OUT SINGLE-HANDEDLY WITH OUR HELP!

Enter these codes as passwords to view the hidden photos.

DWIECRANS
MOHUEQUIPE
MOHDESSINS

CHEAT MODE

Go to Options on the main menu and enter ENTREZVOUS as a password.

ALL SECRETS, MISSIONS AND EXTRA CHARACTERS

Enter PORTECLEFS as your password. You'll also get a Secret Codes screen to switch them on or off. To choose a mission, go to the Mission Log under the Save Load & Records option.

POCKET BIKE MODE

↑, ↓, R2, L2, ↓, ↑, L1, ⊗.

TURBO BOOSTED BIKES

↑, ↑, ↑, △, R1, △, R2, ↑, ↑, ⊗.

NIGHT TRACKS

↑, ◎, L1, ↓, △, L2, ◎, ←, R1, ⊗.

FUTURE VEHICLES

↑, ↑, ↑, ↓, L1, R2, L2, R1, ◎, ⊗.

BIKE ONLY, NO RIDER

←, ←, △, →, →, ↑, ↓, L1, R1, ⊗.

RIDER ONLY, NO BIKE

→, →, ◎, ←, ←, ↓, ↑, L2, R2, ⊗.

MOTO RACER 2

Enter the following codes at the Main Menu.

BONUS TRACK

R1, R2, ↑, ←, △.

FASTER BIKES

↑, ↑, ↑, →, ←, △, ⊗.

HIGHER JUMPS

←, ←, ↑, ↑, →, →, ↓, ↓, ⊡, △, ⊗.

OTHER RACERS LIMITED TO 50 KM/H

◎, ⊡, →, ←, L1, R1, ⊗

WIN ULTIMATE CHAMPIONSHIP

Press R2, L2, ↑, ↑, ⊡, ⊡, ↓, ↓, R1, ⊡, △, ⊡, ↑, ↓, ⊡, △, R2, L1, ⊡, R2, L2, L2, ↑, ↓, ↑, ⊡, ◎, △ at the Main Menu.

THE MUMMY

Start a game, pause, quit, choose Replay Level, click on the Bonus Features and enter:

HIDDEN CAIRO BONUS LEVEL

△ ⊗ △ ◎ ⊡ △ ◎ ⊗

INFINITE AMMO

⊗ △ ⊗ ⊡ ◎ △ ⊡ △

INFINITE LIVES

◎ ◎ △ ◎ ⊗ ⊡ ⊡ ⊗

INVINCIBILITY

△ ⊗ ◎ ◎ ⊗ ⊡ ⊡ ⊗

ALL WEAPONS

◎ ⊡ ◎ ⊗ ⊗ △ △ ⊡

N IS FOR...

NBA JAM EXTREME

PRE-GAME CODES

Begin the following controller actions on the select screen and completing them on the Vs. screen. The final action of the code should be completed on the Vs. Screen to activate the cheat. A sound effect and picture of a player will appear at the bottom of the screen to confirm correct code entry.

Display Shot Percentage – Hold Extreme + Shoot.

Permanent Turbo – Hold Turbo and press ↑, ↓, ↑, ↓.

No Turbo Meters – Hold Turbo + Extreme and press ↑, ↓, ↑, ↓

No Crowd – Hold Extreme + Pass + ↑.

NBA STREET

Head over to the Versus screen and then punch in each one of these codes to cheat.

BEACH BALL △, ◎, ⊗, ⊗.

BIG HEAD ⊡, ⊡, ⊡, ⊡, △, ◎, ◎, ⊗.

EASY SHOTS ⊡, ⊡, △, ◎, ◎, ◎.

INFINITE TURBO ⊡, ⊡, ◎, ◎, ◎.

LESS BLOCKS ⊡, ⊡, ⊡, △, ◎, ◎, ⊗, ⊗, ⊗.

LESS GAMEBREAKERS ⊡, △, △, △, ◎, ◎, ◎, ◎, ⊗, ⊗.

LESS STEALS ⊡, ⊡, ⊡, △, ◎, ◎, ◎, ◎.

MEGA DUNKING ⊡, ⊡, ⊡, ◎.

MORE GAMEBREAKERS

⊡, △, △, △, △, ◎, ◎, ◎, ⊗, ⊗.

NO 2-POINTERS

⊡, ⊡, ⊡, △, △, △, ⊗, ⊗, ⊗.

NO ALLEY-OOPS

⊡, ⊡, ⊡, △, △, △, △, ◎, ⊗, ⊗.

NO DUNKS ⊡, ⊡, ⊡, ◎, ⊗, ⊗.

NO GAMEBREAKERS

⊡, △, △, △, △, ◎, ◎, ◎, ◎, ⊗, ⊗.

NO JUICE

△, △, △, △, ◎, ◎, ◎, ◎, ⊗, ⊗, ⊗.

NO SHOT CLOCK

⊡, ⊡, ⊡, ⊡, △, △, △, △, ⊗, ⊗, ⊗.

TINY HEADS

⊡, ⊡, ⊡, ⊡, △, △, ◎, ◎, ◎, ◎, ⊗, ⊗.

TINY PLAYERS

⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎.

NEED FOR SPEED: ROAD CHALLENGE

MORE MONEY

Buy your first car, head for a high stakes two player mode and save when you're asked. It'll quiz you for the location of your 2nd memory card (this being a two player mode and all), so take out the card in slot one and feed it into slot 2. The game foolishly thinks it's a new car and you can go on to beat yourself, then sell your car once the race is over.

SUPER COP CAR

Choose a police motor in pursuit mode and use L1 and ↑ to turn off your sirens. The foolish speedster thinks you're off the case and slows right down, allowing you to tailgate him, flick on the sirens (L1 + ↑) and nick him. Collect ten tickets in the time limit and you're given a super cop car.

PHANTOM CAR

Enter your name as FLASH

HOT ROD

Enter your name as TITAN

POLICE HELICOPTER

Enter your name as WHIRLY

NFL BLITZ

HIDDEN PLAYERS

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. The phrase "Lights out, baby" will be spoken to confirm correct code entry.

NAME	PIN
ALLEN	7911
AUBREY	6666
AZPOD	4777
BERT	8735
BRIAN	2221
BYRON	1969
DAVID	3456
FRANC	1221
FRANZ	8421
GATSON	1111
JOVE	6644
SHINOK	8337
SKULL	1111
BRAIN	1111
RAIDEN	3691
JENIFR	3333
JUAN	6521

CHEAT MODE

Press Turbo, Jump, and Pass to change the icons below the helmets on the versus screen. The numbers in the following list indicate the number of times each button is pressed. After the icons have been changed, press the D-pad in the indicated direction to enable the code. The name of the code and a sound will confirm correct code entry. Example, to enter 1-2-3 ←, press Turbo, Jump twice, Pass three times, ←.

Super field goals	1-2-3 ←
Allow stepping OB	2-1-1 ←
Power-up blockers	3-1-2 ←
Fast passes	2-5-0 ←
Super passing1	4-2-3 →
Turn off stadium	5-0-0 ←
Late hits	0-1-0 ↑
Huge head	0-4-0 ↑
No first downs	2-1-0 ↑
No interceptions	3-4-4 ↑
No punting	1-5-1 ↑
Infinite turbo	5-1-4 ↑
Super blitzing	0-4-5 ↑
Power-up teammates	2-3-3 ↑
Power-up defence	4-2-1 ↑
Fog on	0-3-0 ↓
Thick fog on	0-4-1 ↓
Show field goal %	0-0-1 ↓
No random fumbles	4-2-3 ↓
Hide receiver name	1-0-2 →
Big football	0-5-0 →
Team tiny players	3-1-0 →
Team big players	1-4-1 →
Team big heads	2-0-3 →
Big head	2-0-0 →
No play selection1	1-1-5 ←
Show more field1	0-2-1 →
No CPU assistance1	0-1-2 ↓
Power-up speed 1	4-0-4 ←
Tournament mode 2	1-1-1 ↓
Smart CPU opponent 3	3-1-4 ↓
No head	3-2-1 ←
Weather – clear	2-1-2 ←
Weather – snow	5-2-5 ↓
Weather – rain	5-5-5 →
Power-up offense	3-1-2 ↑
Invisible receiver highlight	3-3-3 ←
Headless team	1-2-3 →
Night game	2-2-2 →
Fast turbo running	0-3-2 ←
Invisible	4-3-3 ↑
Hyper blitz 1	5-5-5 ↑

1 – Two player agreement required.
2 – Only in two-player game.
3 – Only in one-player game.

P IS FOR...

PARAPPA THE RAPPER

BONUS LEVEL

Compete each level with a "Cool" rating. A bonus level with Sunny Funny and Katy Kat dancing on a table will be accessible.

CHANGE PARAPPA'S VOICE

Complete the first two levels with a "Cool" rating. Press ⊗, ⊗, ⊗, △, ◎, △, ⊡, ⊡, →, ←, ⊡, ⊗ and finish the next level as usual. On level 4, press ⊗, ⊡, △, ◎, ⊗ for PaRappa's voice to be changed. Hold R1 and press ◎ or △ to cycle through the voices of the other characters in the game.

PLAY AS SUNNY OR THE NINJA

Complete the level 1 with at least 3000 points and a "Cool" rating. Complete level 2 with a "Good" rating, but with the "Cool" status flashing. This occurs if the score is 1025 points. Complete levels 3 and 4 with over 2000 points on each, and a "Good" rating. Complete level 5 with at least 4000 points and a "Cool" rating. Finally, complete level 6 with at least 2000 points and a "Cool" rating. The choice of playing as Sunny or the Ninja will appear when starting the next game.

BONUS BACKGROUND IMAGE

Hold down ↑ and keep rapping on any level.

R IS FOR...

RESIDENT EVIL: DIRECTOR'S CUT

DOUBLE ITEMS

Highlight the "Arrange" option on the game mode screen and hold → until the pointer turns green. Begin the game and double the normal amount of items, including ink ribbons and ammunition, will be available. Note: This does not effect other items, such as sprays or herbs.

CHANGE CLOTHES

Finish the game rescuing both other characters, and you'll get the Special Key. Now go into the room with the big mirror, which is next to the double blue doors on the ground floor of the mansion. Explore in here, and you'll use the Special key and enter a wardrobe, where you can change your clothes.

RESET GAME

Pause the game during play and press START + SELECT. The game will reset and return to the Main Menu.

CONTROLLER CONFIGURATION

Press SELECT + START during the game.

UNLIMITED ROCKET LAUNCHER

Complete the game in under three hours.

COLT PYTHON WITH INFINITE AMMO

Select "Arrange" Mode and complete the game rescuing both other characters on the way. The unlimited magnum will be available when the game is replayed. This weapon makes it easier to complete the game in under three hours for the unlimited rocket launcher, at which point both weapons will be available for another game.

AUTO AIM

Instead of having to turn around manually to shoot the zombies, hold R1 and your character will automatically aim at the nearest zombie/danger. Tap L1 while continuing to hold R1 to have your character re-adjust his or her aim. This is a much faster way to fight quick enemies, and saves ammunition.

RESIDENT EVIL 2

ALTERNATE UNIFORMS
Set the game difficulty to normal and make your way to the Police Station without picking anything up. There will be a new zombie in the underpass. It's Brad Vickers, the helicopter pilot from Resident Evil! Kill him, then search his body for the special key. Use this on the locker in the Dark Room for the alternate costumes.

INFINITE ROCKER LAUNCHER
Finish the first scenario in under three hours with a grade A or B.

INFINITE SUB MACHINE GUN
Finish the first scenario in under 2 1/2 hours, with a grade A or B.

INFINITE GATLING GUN
Finish the second scenario in under 3 hours with a grade A.

ALL THREE
Finish the second scenario in under 1 1/2 hours with a grade A.

AUTO-AIM
Select "Options" from the Main Menu or press SELECT during the game. Then, enter the "Key Config" screen, select "Type C" and then select. "Exit". The quick auto-aim feature should now be enabled. Hold R1 to get Leon or Claire to pivot and aim at any zombie they see, and press L1 while holding R1 is held to change targets. **Note:** You still have to hold ↓ to aim at crawling zombies and ↑ to aim at higher targets.

HUNK SCENARIO
Complete the first and second scenario both with a grade A. You can now play The Fourth Survivor scenario.

TOFU SCENARIO
Finish the first and second scenario three times each, all with grade A's, getting all the other secrets along the way. Tofu's mission is the same as Hunks, in that he must get from the sewers up to the crashed helicopter.

REBECCA CHAMBER PICTURE
Search the desk on the left side of the S.T.A.R.S. office. The phrase "It's trashed, someone must have searched it" will be displayed. Repeatedly search the desk approximately fifty times until a roll of film is found. Take the film and develop it in the photo lab to see a picture of Rebecca in a basketball uniform. Totally useless really.

RIDGE RACER

EXTRA CARS
Destroy all the ships during the Galaga game that appears during the loading time to have eight additional cars available. "Perfect" will appear on the Galaga screen to confirm that all ships were destroyed.

EXTRA TRACKS
Finish all four tracks in first place for access to four additional tracks. The new tracks are reverse versions of the original tracks.

FLAG TRICK
Hold L1 + R1 or L2 + R2 and use the D-pad and other controller buttons to rotate and resize the flag. Press START for a transparent flag.

SPINNING CARS AND TRACKS
Hold L1 or R1 during the car and level selects screens to rotate them.

RACE ON MIRROR IMAGE OF TRACK
From the selecting line, turn the car around after reaching 60 mph. This should be before the first curve on an extra track, or before merging into the main track on a normal track. Drive through the brick wall that appears at the starting line and race the track backward.

DRIVE THE GALAXIAN 13 CAR (BLACK LAMBO)
Finish first in the first four tracks. Play the Time Trial track again and beat the Galaxian 13 by finishing first. If the Galaxian 13 passes your car in the first lap, it will lie on the side of the road and wait for you to pass. However, it will not do this on the subsequent laps. The race must be finished without hitting anything.

D'OH-LICIOUS

SIMPSONS WRESTLING

UNLOCK SOME SERIOUS TAG TEAMS WITH OUR HELP!

BONUS MATCH
To save yourself the time and bother of actually having to play your way through the Challenger, Defender and Champion circuits, here's how to unlock the Bonus Match up. At the START screen, press ○, ↑, ↑, ↓, ↓, ←, →, ← and →. This allows you to play as Itchy and Scratchy, Kodos and Kang, and Burns and Smithers.

RIDGE RACER REVOLUTION

HOMING LASER IN GALAGA '88
Hold L1 + R1 + SELECT + △ + ↓ as the PlayStation is powered on. By keeping these buttons pressed, a perfect score can be obtained in Galaga '88.

SMALL CARS
Use the "homing laser" cheat to clear the Galaga '88 game with a perfect forty shot game. Small versions of the cars may be raced, with a child as commentator.

EXTRA CARS
Shoot all the ships during the Galaga '88 loading game (a perfect score is not required), to chose from eight additional cars.

SECRET CARS
Finish first in each track (novice, advanced, and expert), then return to race each track in Time Trial mode. After beating each track, the special car (Devil 13, Kid Car 13 or White Angel 0) for that track will be available.

EXTRA TRACKS
Finish all the tracks in first place to race a reverse version of the tracks. Finishing the reversed tracks in first place also unlocks the hidden "Scene" menu.

REVERSED TRACKS
Start the race, then immediately turn around and drive towards the wall at the starting line at full speed. A reversed version of the track will appear after your car passes through the wall.

TOGGLE REAR-VIEW MIRROR
While racing with internal view, press START to pause the game. Hold △ + L1 or R1 to make the mirror disappear and reappear.

ZOOM IN OR OUT
While racing with an external view, press START to pause the game. Hold △ + L1 or R1 to zoom in or out. Press L1 + R1 to reset to the default.

SPINNING ZONE
Highlight the "Select" option on the title screen. Hold □ + ⊗ and press START to choose the game options. Highlight the "Select" option on the menu while continuing to hold □ + ⊗. Press SELECT, and hold all three buttons to start the race. Keep all buttons held until the race is about to begin. The phrase "Spinning-Zone" will appear to confirm correct code entry. Complete some stylish 360 degree or greater spins on some of the harder corners. Each spin will be rated from 0 to 100, and your final score will be shown in the replay.

ENDINGS
The game has 12 endings depending on which combination the tracks were raced. Racing in Advanced, Expert, Novice order has a different ending than racing in Novice, Expert, Advanced order.

CONTROL THE SPOTLIGHT
Hold R1 + R2 and use the D-pad to move the spotlight at the title screen. Press ⊗ to resize the spotlight.

ALTERNATE TRACK AND CAR APPEARANCE
Press ↑, ↓, L1 or R1 in the car select menu and the course select menu to change the appearance of the cars and tracks. Press L2 or R2 in the car select menu to change the direction the tires are facing.

RIDGE RACER

TYPE 4

UNLOCK SECRET PAC CAR
To access the hidden Pac Man car unlock all 320 cars. The Pac Car will appear in your garage, and will also give you an extra tune, called 'Eat 'em up'!

ROGUE TRIP
Enter the following codes as passwords:
Alien saucer
R1, □, ⊗, □, L2, ○.
Play as Goliath
△, L1, R1, ⊗, L2, L2.
Play as Nightshade
R1, R2, L1, L1, ⊗, ○.
Play as Helicopter
L1, △, R2, △, △, R1.
Play as Big Daddy
△, □, R2, ⊗, △, R2.
Double pick-ups
L1, L2, ○, L1, R1, □.
Increased armour
R1, △, R1, △, L1, □.
Unlimited turbos
□, ⊗, ○, △, R1, R2.
Unlimited jumps
○, □, R2, ⊗, △, R2.
Funtopia level
⊗, ○, L2, ⊗, □, L1.
Gulch level
⊗, □, ○, L1, L2, □.
Duke Nukem: Time To Kill FMV Sequence
.................................□, □, ○, ○, △, △.

GOD MODE
Press L1 + R1 + R2 + SELECT when starting a level. Then hold, L1 + R1 + R2 and press ↑, ↓, ↑.

UNLIMITED LIFE
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 and press ↑, ↓, ←, →.

HORNET NEST STINGERS
Press L1 + R1 + R2 + SELECT when starting a level. Then, select Stingers, and hold L1 + L2 + R1 + △ + ←. A message will confirm correct code entry.

UNLIMITED WEAPONS
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 and press ↑, ↓, ↑, R2.

POWERED-UP WEAPONS
Press L1 + R1 + R2 + SELECT when starting a level. Then, hold L1 + R1 + R2 + ⊗ and press ↓.

ROLLCAGE

ALL EASY DIFFICULTY TRACKS
Enter EEFNIEBA as a password, select the "Easy" difficulty setting, and begin the game.

ALL HARD DIFFICULTY TRACKS
Enter EEFPHMBC as a password, select the "Hard" difficulty, and begin the game.

ALL EXPERT DIFFICULTY TRACKS
Enter HEMPCMDD as a password, select the "Expert" difficulty setting, and begin game.

ALL EXPERT DIFFICULTY TRACKS, BONUS CAR, MEGA TIME TRIAL, MIRROR MODE, ALL DEATH-MATCH MODES
Enter HHMPNEED as a password.

AIR HORN
Enter AIRHORNS as a password, then press SELECT during the game.

DEVELOPMENT TEAM HIGH SCORES
Enter BESTLAPS as a password to display the best times from the development team.

CHEAT MODE
Enter MAXCHEAT as a password. Ignore the invalid password message, All leagues, mirror mode, mega-time trials, and options will be available.

S IS FOR...

SILENT HILL

To solve the Starsign puzzle you must click the digit according to the amount of limbs in the pictures. The correct sequence is; (from left to right) Sagittarius (6), Taurus (4) and Gemini (8).

SIM CITY 2000

$1,000,000 (IN 2D GAME)
Select City Info, Budget from the menu. At the Budget screen, hold R1 and press ⊗, ○, △, □. Release R1 and hold L1. Press ⊗, ○, △, □. Release L1 and hold R2. Press ⊗, ○, △, □. Release R2 and press L2. Press ⊗, □, △, ○. Release L2. The sound of a cheer will confirm correct code entry. Note: This code may only be enabled once per game.

0% INTEREST BONDS (IN 2D GAME)
Select City Info, Budget from the menu. At the Budget screen, hold △ and press L1, L2, L1, L2, R2, R1, R2, R1. Note: This may result in fines of up to $100,000. Most tools available free (in 2D game). Select and cancel the tree tool with the normal arrow cursor. Go to the status bar. Press ↑, ↓, →, ←, ↑, ⊗ while keeping the cursor within the status bar area.

MAXIMUM FIRE, POLICE, AND MILITARY (IN 2D GAME)
Select and cancel the dispatch tool with the normal arrow cursor. Go to the status bar. Press ←, →, ←, →, ○, ⊗ while keeping the cursor within the status bar area. Use of any of the dispatch tools (fire, police, military) to get the maximum number allowable, regardless of the number of stations you have.

HELICOPTER COCKPIT (IN 3D GAME)
Press R2, L2, R2, L2, R2, L2. Turn off the cockpit by pressing R1, L1, R1, L1, R1, L1.
Night (in 3D game). Press ↓, ↑, ↓, ↑, ↓, L2, R2 to cycle day and night. To return to normal, press ↓, ↓, ↑, ↑, ↓, ↓, L2, R2.

FADE TO BLACK (IN 3D GAME)
Press ↓ six times, L2, R2. To pause the fade, press ← six times, L2, R2. To return to normal, press → six times, L2, R2.

TRANSLUCENT CITY MAP (IN 3D GAME)
Press R1, R2, R1, R2, R1, R2, R1, R2. A translucent city map HUD with a position indicator will appear. To return to normal, press L1, L2, L1, L2, L1, L2, L1, L2.

GOLD NUGGET TRAIL (IN 3D GAME)
Activate the helicopter cockpit code multiple times by pressing [R2, L2, R2, L2, R2, L2, R1, L1, R1, L1, R1, L1] seven times, followed by R2, L2, R2, L2, R2, L2, L2, R1, L2, R1, L2, R1, L2, R1. A trail of golden nuggets will appear on the road. Collect these nuggets as you move around the city to increase your city fund.

SLOT MACHINE MODE
Select a new game and start the "Recreation" icon". Then, move over the "Marina" icon and start that feature. Build the marina near a water section. Select the "Budget" icon and enable the "Legalized Gambling" option under the "City Ordinances" menu. Use the "Query" tool to highlight the sailboat, then press L1. A slot machine will appear. Press circle to stop the slots at a cost of $100 per attempt to win various buildings or disasters.

FLIGHT MODE (IN 3D GAME)
Press →, ←, →, ←, →, L2, R2, START, START. You can fly around the city.

SOVIET STRIKE

Enter the following codes as passwords:
Unlimited armour
IAMWOMAN
Unlimited ammunition
TRANGELUV
Unlimited fuel
EARTHFIRST
Unlimited attempts
ELVISLIVES
Double damage
DAVEDITHER
Unlimited ammunition, fuel, and invincibility
MIDNIGHOIL
Unlimited ammunition, fuel, and attempts
FUGAZI
Unlimited ammunition, fuel, attempts, and armour
THEBIGBOYS
Helicopter viewed as friendly

SPIDER-MAN

Big Head Spidey	DULUX
Invincible Spidey	RUSTCRST
Level Select	XCLSIOR
Unlimited Webbing	STRUDL
Unlock All Comic Books	ALLSIXCC
Unlock Every Movie	EEL NATS
Unlock Joel Jewitt	RULUR

Now exit the Cheat Menu and enter the Gallery and select Characters. He'll be the choice at the bottom.
To enter these codes, select Specials at the main menu. Now enter the Cheats menu and input the following:

Full Health	DC STUR
Unlock Everything	EEL NATS
All Gallery Characters	CVIEW EM
Storyboard	CGOSSETT
What if Contest	GBHSRSPM

COSTUMES

Symbiote Spidey	BLKSPIDR
Spidey 2099	TWNTYNDN
Captain Universe	S COSMIC
Spidey Unlimited	PARALLEL
Scarlet Spider	LETTER S
Amazing Bagman	AMZBGMAN
Peter Parker	MJS STUD
Ben Reilly	BNREILLY
Quick Change Spidey	ALMSTPKR

SPYRO THE DRAGON

99 LIVES
During gameplay, put this code in to get 99 lives: □, □, □, □, □, □, ○, ↑, ○, ←, ○, →, ○.

LEVEL SELECT
During the game pause and go to the inventory screen. Now press □, □,

◎, ←, →, ←, →, ◎, ↑, →, ↓. When you go to a balloonist, you will now have access to all levels.

CHEAT DEATH

This trick works for any world and in any level except the home levels. If you fall off a cliff, ledge, etc., You can just hit pause and exit the level. This way you end up at the portal to that particular level in the home level and have saved your life.

CRASH BANDICOOT: WARPED DEMO

Simply pop the Spyro disc into your PlayStation, boot it up, and when you see the screen that says "Press Start," press the L1 and △ buttons simultaneously. Voila!

THIRD DRAGON IN HAUNTED TOWERS

To get to the final Dragon located in a secret part of the castle, super charge down the only super charge ramp in the level and keep super charging through the last door to your right. When you get through that door, super charge to the left. When you are charging you will go off to the left to the entrance of the castle. Go up the first ramp. Super charge jump off the ramp to the secret entrance. You must be super charging throughout this part. After a while you will come to a staircase full of armoured ghosts so be quick to fry the wizard at the top of the stairs. Get a kiss from the fairy (this fairy kiss lasts forever) and kill all the ghosts. You'll find the final Dragon is in here so go and get him!

SPYRO 2

BIG HEAD MODE

Pause the game and press
↑, ↑, ↑, ↑, R1, R1, R1, R1, ◎.

FLAT MODE

Pause the game and press
←, →, ←, →, L2, R2, L2, R2, ⊡.

GET EVERY ABILITY

Pause the game and press
◎, ◎, ◎, ⊡.

BLACK SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ↓.

BLUE SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↓, ⊗.

GREEN SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, △.

PINK SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ↑, ←, ↓, →, ↑, ⊡.

RED SPYRO

Pause the game and press ↑, →, ↓, ←, ↑, ⊡, R1, R2, L1, L2, ↑, ←, ↓, →, ↑, ⊡.

STAR WARS: DEMOLITION

Enter the following as passwords for the desired result.

SLOW MOTION
SLOW_MO_ON
GRAVITY REDUCED
LO_GRAV_ON
TWO PLAYERS CHOOSE THE SAME VEHICLE
MULTI_CARS
NO ENEMIES IN BATTLE MODE
NO_BADDIES
INVINCIBILITY
RAISE_THEM
VICTORY FMVS
MOVIE_SHOW
RAPID FIRE
FIRERATEUP
THREE ENEMIES ATTACK AT ONCE
ITS_A_TRAP
INCREASE MASS
BFM_FEELIT
INCREASE SPEED
THROTTLEUP
RANDOM ENEMIES
NO_PEEKING
LOSER FMVS
SAD_MOVIES

STAR WARS JEDI

POWER BATTLES

SECRET COMBO MOVES

MACE WINDU
⊡, ⊡, ⊡
⊡, ⊡, ⊡, ⊗
⊡, ⊡, △
⊡, ⊡, △, △
⊡, ⊡, Force, ⊗, ⊡
⊗, ⊡, ⊡
⊗, ⊡, ⊡, △
OBI WAN
⊗, ⊗, ⊡
⊗, ⊗, ⊡, ⊡
⊗, ⊗, △, ⊡
⊗, ⊗, △, ⊡, ⊡, △ ⊡, ⊡, △
⊡, ⊡, △, ⊡
⊡, ⊡, ⊡, △ Force
△, Force
QUI GON
⊡, ⊡, △, △
⊡, ⊡, ⊗, △
⊗, ⊗, △
⊗, △, ⊗ Force
△, ⊡, △
PLO KLOON
⊡, ⊡, △
⊡, ⊡, ⊗
⊡, ⊡, ⊗, △
⊡, ⊡, ⊗, Force
⊡, ⊡, Force
△, △
⊗, △, △ ⊗, ⊗, ⊡
⊗, ⊗, ⊡, Force
ADI GALA
△, △, △
△, △, ⊗, △
△, △, ⊗
⊗, ⊗, △
⊗, ⊗, ⊡, ⊡, ⊗
⊗, ⊗, ⊡, ⊡
⊡, ⊡, ⊗, ⊗
⊡, ⊡, △, ⊗

MARVEL-OUS

SPIDER-MAN 2: ENTER ELECTRO

GET SPIDEY'S SENSES TINGLING WITH THESE BOSS-BEATING CHEATS!

All cheats	AUNTMAY
Debug mode	DRILHERE
Level select	NONJYMNT
Unlimited lives	SUPERGOD
All costumes	WASHMCHN
All galleries	DRKROOM
All training	CEREBRA
Big heads	ALIEN
Big feet	STACEY
What if? mode	VVISIONS
High scores	VWHISCRS

STAR WARS: MASTERS OF TERAS KASI

ALTERNATE COSTUMES

Press L1 at the character selection screen to get a choice of costumes.

LEVEL SELECT

Select Chewbacca as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue' to "No". Complete the game in practice or arcade mode. Level select may now be accessed in versus mode.

FULL SCREEN

Hold SELECT + L1+ R2 after choosing a character and keep them held until the match begins.

FIGHT AS A STORMTROOPER

Select Han Solo as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue" to "No". Complete the game in arcade mode.

FIGHT AS DARTH VADER

Select Luke Skywalker as a character, set the difficulty level to "Standard", "Player Change" to "No", and "Continue' to "No". Complete the game in arcade mode. Note: The hidden Mara Jade character will appear instead of a mirror match when playing as Darth Vader.

FIGHT AS MARA JADE

Set the difficulty level to "Jedi", "Player Change" to "No", and "Continue" to "No". Select team mode hold L1 + L2 + R1 before the first match starts. Defeat the side designated as the Empire to select Mara Jade as a playable character.

FIGHT AS JODO KAST

Set "Player Change" to "No", and "Continue" to "No". Now select the survival mode and go on to defeat at least seven characters.

FIGHT AS SLAVE LEIA

Select Princess Leia as a character, set the difficulty level to "Jedi", "Player Change" to "No", and "Continue" to "No". Complete the game in Arcade Mode.

SMALL FIGHTERS

Select Versus or Practice Mode. Hold SELECT + ↑ + ⊗ + R2 after choosing a character and keep the buttons held until the match begins.

SUPER DEFORMED MODE

Select Versus or Practice Mode. Hold SELECT + ↑ + ⊗ after choosing a character and keep the buttons held until the match begins.

BIG HEAD MODE

Select Versus or Practice Mode. Hold SELECT after choosing a character and keep the button held until the match begins.

BIG HEAD, FEET, HANDS, LEGS

Select Versus or Practice Mode and then Hold ↓ + ⊗ + SELECT after choosing a character and keep the button held until the match begins.

SYPHON FILTER

ALL WEAPONS AND INFINITE AMMO

Highlight the Weapons Menu then press and hold SELECT, L1, L2, R2, ◎, ⊗.

LEVEL SELECT

Go to the Options menu. Highlight the Select Mission option, the press and hold L1, L2, R1, R2, ⊡, ◎, ⊗.

SUPER AMMO

Pause the game, then select Objectives. Now press and hold →, L1, R1, R2, ◎, ⊗. You should then hear the word 'Understood' to confirm correct code entry.

VIEW ALL MOVIES

Go to the movie theatre in level one. Now pause the game, highlight the Sound option, then press and hold Select ⊡, L2, R2, ⊗. You should hear 'Got it.'

HARD MODE

On the title screen, press and hold ◎, ⊡, L1, L2, R2, ⊗. You should hear 'Damn it.' Now w you'll be able to choose Hard level.

SYPHON FILTER 3

UNLOCK HARD DIFFICULTY SETTING

Highlight the New Game option at the main menu and press ↑ + SELECT + L1 + R2 + ⊡ + ◎ + ⊗. A sound will confirm that the code has been entered correctly. Next, highlight the One Player option and press ↑ + SELECT + L1 + R2 + ⊡ + ◎ + ⊗. Another sound will confirm correct code entry and the new difficulty setting will be unlocked.

ONE SHOT KILLS

Successfully complete the game to unlock Super Agent mode. To utilise this new mode, start a new game and then pause at any time to go to the Options screen to enable it. You will now have one shot kills!

END LEVEL

Successfully complete the game to unlock the End Level cheat. This allows you to instantly end the level in missions and in mini-games.

T IS FOR...

TARZAN

For extra lives try this little trick. When low on lives, replay the earlier levels over and over.

Save the game after completing each level that is replayed. After accumulating enough lives, return to the last level that was unlocked and continue the game. Or, press these mid-game game: L1, R1, L2, R2, L1, R1, L2, R2. For a level skip keep playing and press R1, R2, L1, L2, R2, L1, L2, L2.

TEKKEN

TWO SHIP GALAGA

Hold △ + ⊗ + ↑ + L1 on controller two for a second ship during the load game. Press SELECT to restart a stage. Restarting the last stage will return the game to stage one.

EXTENDED GALAGA

Hit at least 40 alien ships during the first wave of Galaga. Then, press SELECT when the phrase "Number Of Hits" appears. The next wave of Galaga will be played instead of continuing to Tekken.

FIGHT AS DEVIL KAYZUA

Beat all eight stages of Galaga to pick the Devil Kazuya in one player mode. No cheats may be used. After Tekken begins, highlight Kazuya in Arcade Mode and select him with start. It's just a purpley-blue Kazuya, but still looks good!

TEKKEN 2

FIGHT AS SUB-BOSSES

Complete the game with each character.

FIGHT AS ROGER OR ALEX

Reach the third stage in one player mode and defeat your opponent with very little energy remaining. The announcer will say "Great!". The next stage will be on the beach with either Roger or Alex. Complete the game for them to become selectable characters. The easiest way to do this is to set the difficulty to easy, and the fight count to one.

BIG HEADS AND HANDS

Unlock all the characters, then hold SELECT while choosing your player. Hold the button until the fight begins. Hold SELECT when the round changes to increase size again.

KAZUYA IN A PURPLE SUIT

Completely finish the game by capturing all the characters, then select Kazuya with START.

WIRE-FRAME VIEW

Once you have unlocked all the hidden characters, hold L1 and L2 at the main menu screen. Now go into any mode, still holding these buttons. When you start you'll be looking through your own wireframe character.

WIRE-FRAME VIEW II

Hold R1 and R2 on the second controller at the menu screen, and enter practice mode. Keep them held down and when you start you'll be looking through the wireframe version of your opponent at yourself.

SKY MODE

Unlock all the hidden characters then hold SELECT + ↑ when choosing your character. Hold these buttons until the round begins. The sound of a punch will confirm the correct code entry. Use an uppercut or sweep move to send your opponent skywards, making for some easy juggles so get in there.

TEKKEN 3

FIGHT AS PANDA

Highlight Kuma at the character selection screen and press ⊗ or ◎.

FIGHT AS TIGER

Successfully complete the game with eighteen characters. Then, highlight Eddy at the character selection screen and press START.

FIGHT AS DOCTOR BOSKONOVITCH

Complete Tekken Force Mode four times (collect the bronze, silver, gold keys, then complete that mode one final time). Defeat Doctor Boskonovitch when he appears to have him available on the character selection screen under arcade mode.

FIGHT AS GON

Complete arcade mode using Doctor Boskonovitch. Then, select arcade mode and press the D-pad off either side of the character selection screen. Alternatively, defeat Gon under "Ball mode" or play survival or force mode until prompted for initials, then enter GON

BEACH BALL MINI-GAME

View all endings of the ten base characters to enable the "Ball Mode" option.

THEATRE MODE

Unlock each character, including Panda, Tiger, Doctor Boskonovitch, and Gon, and view their endings. The "Disc" and "Sound" options under "Theatre Mode" will now be available.

RECORD OR REPLAY COMBO

Enter practice mode and choose the "Freestyle" selection. Press L1 + L2 + R1 + R2 + ◎ at the freestyle options screen. Then press ↓ + SELECT to record or replay a combo.

ALTERNATE COSTUMES

Play as the desired character the indicated number of times. Then, highlight that fighter on the character selection screen and press START.

Xiaoyu	50 times
Jin	50 times
Anna	25 times
Gunjack	10 times

THE WORLD IS NOT ENOUGH

AIR RAID SCENARIO

Complete the Masquerade on the Agent difficulty level with a time less than 3:15 for this multi-player scenario.

CAPTURE THE BRIEFCASE SCENARIO

Complete the Turncoat level on the Secret Agent difficulty setting with a time less than 3:20 to unlock this multi-player scenario.

CASTLE SCENARIO

Complete the Subway level on the Agent difficulty setting with a time less than 2:15 to be able to unlock the Castle scenario.

FOREST SCENARIO

Complete the Night Watch level on the 00 Agent difficulty setting with a time less than 2:20 to unlock the Forest multi-player scenario.

GOLDEN GUN SCENARIO

Complete the game on the 00 Agent difficulty setting to unlock the Golden Gun scenario. In this game, you must collect the three parts of the Golden Gun and kill all of your opponents with it to win.

SKY RAIL SCENARIO

Complete the Cold Reception level on the Secret Agent difficulty setting with a time less than 3:15 to be able to unlock the Sky Rail multiplayer scenario.

TEAM KING OF THE HILL SCENARIO

Complete the King's Ransom level on the Agent difficulty setting with a time less than 2:20 to unlock the Team King of the Hill multiplayer scenario.

THEME PARK WORLD

ALL RIDES, SHOPS AND ATTRACTIONS

Enter BOVINE as a nickname.

MONEY

Enter BOVINE as a nickname. Press ◎ + ⊡ + ⊗ during the game. Repeat as necessary.

SUPER PARK

Enter BUD as a nickname. Then, press ⊡ at the park selection screen. After the game begins, maximum prices may be charged for the concessions, games, and park entrance.

TIME CRISIS

EASY MODE

On the screen where you can choose Arcade or Time Trial mode, shoot off screen to access the easy mode. You will start with five lives.

100% accuracy
800C8890 03E7
800C888C 03E7
Slow motion
8006EA90 B562
8006FBBC B563
Infinite ammo
80076760 0006
Infinite time
800766F4 135C
Infinite lives
80076768 0005

TOCA 2

SLICE 'N' NICE

TENCHU: STEALTH ASSASSIN

SNEAKY CHEATS FOR ULTIMATE NINJA ASSASSINS...

DEBUG MODE
Press START to pause the game. Hold L1 + R2 and press ↑, △, ↓, ✕, ←, □, →, ○. Release L1 + R2 and slowly press L1, R1, L2, R2. Wait a moment, then press START followed by L2 + R2. A debug menu that allows invincibility, bonus weapons, enemy summoning, enemy AI toggles, FMV sequence skip, and other effects will appear.

RESTORE HEALTH
Press START to pause the game, then press □, □, △, △, →, →, ↑, ←.

CARRY UP TO 99 ITEMS
Hold R2 and press □, □, △, △, →, →, ↑, ↓ at the item selection screen.

INCREASED ITEM INVENTORY
Hold L2 and press □, □, △, △, →, →, ↑, → at the item selection screen.

ALL WEAPONS
Hold L1 + R1 and press ✕, △, □, △, □, ○ at the item selection screen. Then after this release L1 and press L1 again.

MORE TYPES OF ITEMS
Press □, □, △, △, →, →, ↑, ← at the item selection screen.

LEVEL SELECT
Select a character, hold R1 and □, □, △, △, →, →, ↑, → at the next screen.

ENABLE JAPANESE VOICES
Select a character, hold L1 and press □, □, △, △, →, →, ↑, ↓ at screen after you pick a character.

CHEAT MODE
Enter these codes as your player name in a one-player game to activate the cheat.

All cars	MECHANIC
All tracks	BIGLEY
Bonus track	TECHLOCK
Micro Machines mode	MINICAR
Faster damage	DUBBED
Padded barriers	ADDED
Bouncing collisions	BCASTLE
Forty lap race	LONGLONG
Disable championship disqualification	PUNCHY
Battle mode	BANGBANG
Turbo mode	FASTBOY
Higher elevated tracks	ELASTIC
Oulton Park Island circuit	DINKYBIT
Drive Ford Mondeo	CMFORD
Low gravity	LUNAR
Blurred background	TRIPPY
Special effects	CODENAME
Invisible car except for tires	JUSTFEET

TOCA WORLD TOURING CARS

Type the code into the Bonus Cheats Menu:

Extra power	Muscle
Motion Blurring	One2many
Double height	Stretch
Chrome Cars	Shiny
Mirrormode	Backwards
Extra Power	Muscle
Tough Bonus Cars	Dotty
Indestructible Car	Brick
Bouncy Car	Driver
Low Gravity	Moon
Turbo button	Nitro (L1)
Exploding curbs	Kaboom

TOMB RAIDER

ALL WEAPONS AND AMMUNITION RELOAD
During the gam enter the inventory screen.
Then press the following: L1, △, L2, R2, R2, L2, ○, L1.

LEVEL SKIP
During the game, press SELECT to enter the inventory screen. Press L2, R2, △, L1, L1, ○, R2, L2. Now press SELECT to skip the level.

TOMB RAIDER II

LEVEL SKIP
During the game sidestep ←, →, ←, forward, back. Release R1, rotate three times on the spot, and perform a forward jump with mid air roll.

ALL WEAPONS
During the game sidestep ←, →, ←, back, forward. Release R1, rotate three times on the spot, and perform a backward jump with mid-air roll.

EXPLODING LARA
During the game sidestep one step ←, →, ←, forward, back, rotate three times on the spot, and perform a backward jump with a mid air roll.

TOMB RAIDER CHRONICLES

UNLIMITED AMMO AND MEDIKITS
During the game enter the inventory screen and highlight the clock. Press and hold L1 L2 R1 R2 ↑. Then return to the game.

UNLOCK ALL KEYS AND ITEMS
During gameplay enter the inventory screen and highlight the clock. Press and hold L1 L2 R1 R2 ↓. The code will have to re-entered with each new level.

TOMMI MÄKKINEN RALLY

Enter the following codes as your name, then select the Cheats option from the Main Menu:
Drive a bus
STRANGE
Drive a Peugeot
PEUGEOT
Mirror courses
MIRROR
More money (_ indicates a space)
MONEY
Dual Shock controller always vibrates
THRILLS
Rally Jeunes mode
FFSA

TONY HAWK'S 2

UNLOCK NEVERSOFT SKATERS
On the Main Menu press and hold L1, now enter: ↑ □ □ △ → ↑ ○ △.
The menu wheel will spin a little bit to the Create a Skater option, then put in one of the names below. They are all the programmers at Neversoft who made Tony Hawk's 2. They might not be great skaters, but it is a lot of fun.

Joel Jewett	Connor Jewett
Mick West	Aaron Cammarata
Ralph D'Amato	Noel Hines
Gary Jesdanun	Ryan McMahon
Nolan Nelson	Johnny Ow
Scott Pease	Chris Rausch
Darren Thorne	Jason Uyeda

TURBO MODE
To increase the speed of the game by 25%, pause the game and press L1 and enter:
↓, □, △, →, ↑, ○, ↓, □, △, →, ↑, ○.

UNLOCK EVERYTHING
To unlock everything except Private Carrera enter this code. Start your run as normal and then pause the game. Hold L1 and enter: ✕, ✕, ✕, □, △, ↑, ↓, ←, ↑, □, △, ✕, △, ○, ✕, △, ○. Now end run to be free to enjoy the Chopper Drop, Officer Dick and even Skate Heaven.
For the following cheats pause the game and hold L1. Now enter each of the codes. If the cheats are put in correctly the screen will shake.

UNLIMITED SPECIALS
✕ △ ○ ○ ↑ ← △ □

TURBO MODE
↓ □ △ → ↑ ○ ↓ □ △ → ↑ ○

FULL STATS
✕ △ ○ □ △ ↑ ↓

TOGGLE BLOOD ON/OFF
→ ↑ □ △

BIG HEAD MODE
□ ○ ↑ ← ← □ → ↑ ←

FAT SKATER
✕ ✕ ✕ ✕ ← ✕ ✕ ✕ ✕ ← ✕ ✕ ✕ ✕ ←

THIN SKATER
✕ ✕ ✕ ✕ □ ✕ ✕ ✕ ✕ □ ✕ ✕ ✕ ✕ □

TWISTED METAL 2

PLAY AS SWEET TOOTH
Press ↑, L1, △, → at the vehicle selection screen. The sound of an explosion will confirm you have the correct code entry. The stage password will not be accessible with this code.

PLAY AS MINION
Press L1, ↑, ↓, ← at the vehicle selection screen. The stage password will not be accessible with this code.

HOMING NAPALM
Accumulate at least two napalms. Fire a napalm, keep the button held, and press ↑, ↓, ↓, ←, ←, →, →. Extra napalms will appear in your inventory to confirm correct code entry. Any napalms collected will act as homing napalms when fired and track their intended target.

ETERNAL LIFE
Hold L1 + R1 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the gameplay. A sound and text message will confirm correct code entry.

UNLIMITED WEAPONS
Hold R2 + L2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game. A sound and text message will confirm you have entered the code correctly.

MEGA GUNS
Hold R2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game in two player co-operative tournament mode. A sound and text message will confirm you have the correct entry.

POWER HIT
Select Axel as a character. Hold R1 and quickly press ↑, ↓, ←, →(2), ←, ↓, ↑ during the game. Run into one of the other vehicles to do massive damage.

STRONGER SHOCK WAVE
Select Axel as a character. Now hold R2 and quickly press ↑, ↓, ←, →, →, ←, ↓, ↑ during the game. When playing, run into one of the other vehicles and you'll do massive damage.

RANDOM VEHICLE
Press R1 at the vehicle selection screen for a random vehicle.

ROOFTOP EXTRA TRACK
Press ↓, ←, R1, ↓ at the two player challenge match track select screen. A loud noise will confirm correct code entry.

JET MOTO SUICIDE SWAMP EXTRA TRACK
Press ↑, ↓, →, R1 at the two player challenge match track select screen A loud noise will confirm correct code entry.

CYBURBIA TRACK
Press ↓, ↑, L1, R1 at the two player challenge match track select screen. A loud noise will confirm correct code entry.

TRADE WEAPONS FOR HEALTH
Press ↓, ↑, →, ←, ↑, ↑, ↓, ↓ during the game. All weapons will be converted to health.

HIDDEN FMV SEQUENCE
Press ↑, ↓, L1, R1 at the SingleTrac logo screen. The code should be entered when the logo changes into its second form.

WEAPON LIST
Press SELECT + ↓ to select weapons from a list instead of a group of icons. A loud noise will sound to confirm that you have the correct code entry.

REAR VIEW MIRROR
Press SELECT + → during the game.

DISABLE RADAR
Press SELECT + ← during the game.

SELECT VIEW
Hold ↑ and press SELECT during the game in one player mode to switch to a helicopter and an overhead view. In two player mode, this will select how the screen is split.

U IS FOR...

ULTIMATE FIGHTING CHAMPIONSHIP

MAX OUT STATS
In Career mode, enter these stats on the ability points screen to receive the maximum abilities.

Life:	23
Power:	51
Speed:	3
Endurance:	9
Stamina:	27
Octagon Control:	77
Ground Skill:	34

V IS FOR...

V-RALLY 2

UNLOCK EVERYTHING
Go to the option screen then press ✕ when Game Progression is highlighted. Type in the following while on the menu screen:
L1, R1, ←, →, ←, →, ↑, ↓, ↑, ↓, ✕, ✕ + SELECT (at the same time). Now press ✕ over every box on the Game Progress page. A dong sound will confirm that you have entered the correct code.

VICTORY BOXING

SECRET BOXERS
In Open Style, fight until you are champion to access a Jack-In-The-Box boxer. Defend the championship title five times to access Snake.
In Peek-A-Boo, fight until you are champion to access Kiki and Mimi. Defend the championship title five times to access Edward King (the promoter).
In Peek-A-Boo, fight until you are champion to access Roboxer. Defend the championship title five times to access Carrie.

VIGILANTE 8

ENTER THE FOLLOWING CODES AS PASSWORDS
All standard characters – GANGS_ALL_HERE
Alien character – INVITE_VISITOR
Factory and Secret Base levels – SECRET_LOCALESS
All standard characters, alien character, both bonus levels – GIMME DA WORKS
Bonus characters and levels – WMNNWLHTSCUCLH
Big wheels – MONSTER_WHEELS
Homing missile power-up – DEADLY_MISSILE
Low gravity – REDUCE_GRAVITY
No enemies – GO_SIGHTSEEING
Invincibility – I_WILL_NOT_DIE
View FMV sequences – SEE_ALL_MOVIES
Two of same vehicle in two player mode – SAME_CHARACTER
Expert mode – HARDEST_OF_ALL
Slow motion mode – SLOW_MOTION_ON
VR Powerboat Racing
Enter the following as passwords
Champion mode – CUP
Bonus monohull boats – PLA
Minnow-class catamaran boats – MIN
Pike-class catamaran boats – IKE
Barracuda-class catamaran boats – CUD
Slalom level – L.R
Mine level – U.G

ENTER THE FOLLOWING CODES AS YOUR NAME
Fast boats – ZOOOOOM
Mini-boats – COMPACT
Elongated boat – LONGONE
Large engines – LARGE
Automatic turbo collection – HELP.ME
Big head mode – DEFORM

W IS FOR...

WCW BACKSTAGE ASSAULT

UNLOCK MIKE AWESOME
Put your opponent through a table, bench or couch.

UNLOCK 3 COUNT
To unlock the three members of 3 Count hit your opponent over the head with the TV in the Media Center.

UNLOCK VAMPIRO
Set your opponent on fire.

WCW NITRO

UNLOCK SINGLE SET OF WRESTLERS
Press R2, L2, R1, L1, L1, R1, L2, R2, SELECT at the options screen. Then, highlight a wrestler at the Character Selection screen and press L1, R1, L2, R2, L1, R1, L2, R2, SELECT. All three hidden wrestlers related to that wrestler will be unlocked.

UNLOCK ALL WRESTLERS
Press R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT at the Character Selection screen. A sound will confirm correct code entry. All 48 bonus wrestlers will now be available to you.

RING SELECT
Press R1, R2, R1, R2, SELECT at the options screen. A sound will confirm that you have entered the code correctly. Press SELECT to display the next ring in the series.

MORE RINGS
Press L1, L2, R1, R2, L1, L2, R1, R2, SELECT at the options screen. The Graveyard, Spaceship, Circus, Hive, Turbo, Wunderland, Boudoir, Hall of Mirrors, Reck Room, Psychodelic, Disco, Jungle, 1984, Quark, and Texas rings will now be selectable.

HIDDEN RANTS
Highlight any wrestler at the character

selection screen. Press ○ to hear his comments.

WILD ARMS

MULTIPLE ITEMS

This trick works when only one of the items to be duplicated is present. Enter a battle and perform the following actions.

1. Have the first character use a healing item, such as a berry or medicine.
2. Have the second character also use the same healing item as the first.
3. Have the final character exchange the positions of the healing item and the item to be multiplied in the inventory. Then, have Rudy use the healing item. After winning the battle, the inventory will contain 255 of the item that you chose to multiply.

WIPEOUT

SECRET TRACK

Highlight the one player option on the menu screen. Hold R1 + L1 + → + START + ○ + □, then press ✕. A secret track called Firestar will be available at the bottom of the track list.

RAPIER CLASS

Highlight the one player option on the menu screen. Hold R2 + L2 + ← + START + SELECT, then press ✕ to select the new option. The Rapier class is now available.

WIPEOUT 2097

ANIMAL SHIPS

Hold L1 + R2 + START + SELECT while the game is loading. Keep the buttons pressed until the menu appears. The vehicles will be changed now to a bee, snail, pig, flying saucer, and also a shark.

CHALLENGE I MODE

Enter □, ○, □, △, ○, △, △, ○, □, □, □, △, ✕, □ as a password.

CHALLENGE II MODE

Enter □, ○, □, △, ○, △, ✕, □, ✕, △, △, ✕, ○, ○ as a password.

ALL TRACKS

Hold L1 + R1 + SELECT, then press □, ○, △, ○, □ at the main menu. All tracks, including the secret Phantom class vehicle will be accessible.

UNLIMITED ENERGY

Press START to pause the game. Hold L1 + R1 + SELECT, then press △, ✕, □, ○, △, ✕, □, ○.

UNLIMITED TIME

Press START to pause the game. Hold L1 + R1 + SELECT, then press △, □, ○, ✕, △, □, ○, ✕.

UNLIMITED WEAPONS

Press START to pause the game. Hold L1 + R1 + SELECT, then press ✕, ✕, □, □, ○, ○, △.

MACHINE GUN

Press START to pause the game. Hold L1 + R1 + SELECT, then press □, ○, ✕, □, ○, ✕, △.

PHANTOM CLASS

Hold L1 + R1 + SELECT, then press ✕, ✕, ✕, ○, ○, ○ at the main menu. The Phantom class vehicle will be now be accessible for you to drive.

PIRANHA TEAM

Hold L1 + R1 + SELECT, then press ✕, ✕, ✕, ✕, ○, △, □ at the main menu.

PIRANHA CRAFT, AND MORE

Hold L1 + R1 + SELECT, then press □, ○, □, △, ○, ✕, □, ✕, ○, □, △, ✕, □ at the set-up screen. The Piranha craft, all tracks, and a gold award on all tracks will be available.

VOSTOK ISLAND AND SPILSKINANKE HIDDEN TRACKS

Hold L1 + R1 + SELECT, then press □, ○, □, △, ○, △, ✕, △, ○, ○, △, ✕, ✕, □ at the main menu.

WIPEOUT 3

Now there aren't too many cheats for *Wip3out*, but when they're as useful as these, you don't really need any more. All the following codes are entered in the player's name option. Head for the Options Menu and then select the Game Setup screen. Then tap these in as the Default Name.

WIZZPIG
Open all tracks
AVINIT
Open PhantomClass
JAZZNAZ
Open all teams
NOWHEELS
No collisions
GEORDIE
Unlimited thrust and shields
MOONFACE
Infinite Hyperthrust
CANER W
Unlocks all four prototype tracks
THE HAIR
Unlocks all the challenges
BUNTY
Frees all the challenges
BEBEDEE
Changes the colour of the turbo triangles
DEPUTY
Infinite weapons

WWF: ATTITUDE

To get the character you want simply win the WWF in either Challenge or Career mode, in either normal or hard difficulty, playing as the character listed next to them. Once you've done this press L2 or R2 at the Character Selection screen.

THE REFEREE

Complete career mode successfully as "Stone Cold" Steve Austin to unlock the referee in PPV events.

SABLE

Win the WWF title as a female created wrestler.

SHANE

Win the WWF title as a male created wrestler.

Chyna
Triple H.
Head
Al Snow.
Test
Chyna.
Vince McMahon
'Stone Cold' Steve Austin.
Shawn Michaels
Badass Road Dogg or X-Pac.
Sgt. Slaughter
Shawn Michaels.
Pall Bearer
The Undertaker or Kane.
Godfather
D-Lo Brown or Mark Henry.
Marc Mero
Goldust.
Jerry Lawler
Owen Hart or Jeff Jarrett.
B. Christopher
Jerry Lawler.

WWF SMACKDOWN! 2

UNLOCKABLES

Play each event in Career mode and you wil be able to unlock the following characters, items and events in the list below.

FIRST SEASON BACKLASH

Steve Austin
New Move Set: 1
New Standard Parts: 3
New Character: 1
New Titantron: 1

FIRST SEASON JUDGMENT DAY

Shawn Michaels
New Move Set: 1
New Standard Parts: 3
New Character: 1
New Titantron: 1
New Match Type: Iron Man Referee

FIRST YEAR KING OF THE RING

Billy Gunn
New Move Set: 1
New Standard Parts: 3
New Characters:2
Titantron: 1

AFTER THE FIRST SEASON CHAT WITH VINCE MCMAHON

Pat Patterson
Gerald Brisco
New Move Sets: 2
New Standard Parts: 6
New Characters: 4

AFTER THE FIRST SEASON CHAT WITH PETE GAS, RODNEY, AND JOEY ABS

Pete Gas
Rodney
Joey Abs
New Move Sets: 3
New Standard Parts: 9
New Characters: 6
New Titantron: 1

AFTER THE FIRST SEASON MATCH WITH DEBRA

Debra
New Move Sets: 1
New Characters: 2
New Characters: 2
New Titantron: 1

FIRST YEAR NOW WAY OUT MATCH

Cactus Jack
New Move Sets: 1
New Standard Parts: 3
New Characters: 2
New Titanron: 1

FIRST SEASON WRESTLEMANIA

Mick Foley
New Move Set: 1
New Standard Parts: 3
New Characters: 2
New Titantron: 1
New Movie: Credits (view in Options menu)

SECOND YEAR OPENING EVENT

Michael Cole
New Move Set: 1
New Standard Parts: 3

FIRST SEASON TLC MATCH APPEARS ON EVENT CARD

New Match Type: TLC Single and TLC Title
Note: You do not need to wrestle in this match to unlock it.

FIRST SEASON TABLE TORNADO TAG APPEARS ON EVENT CARD

New Match Type: Table Tornado Tag
Note: You do not need to wrestle in this match to unlock it.

WWF: WARZONE

VIEW FMV SEQUENCES

Enter the following code when "Press Start" appears on the opening screen. Hold L1 + L2 + R1 + R2 and press ↓ + ✕, ← + □, ↑ + △, → + ○. Release L1 + L2 + R1 + R2, then press ↓ + ✕, ← + □, ↑ + △, → + ○. Repeat the entire code again, then press L1 + L2, R1 + R2, L1 + L2 + R1 + R2. The phrase "Movie 1" will appear to confirm that you have entered the code correctly.
Press ✕ to view this movie, or press ↑ + ✕ to view the next FMV sequence.

VIEW FMV SEQUENCES (ALTERNATE)

Press ↑ + △, → + ○, ↓ + ✕, ← + □, ← + □, ← + □, ← + □, R1 + L1, R2 + L2, R2 + L2 at the title screen. The phrase "Movie 1" will appear to confirm that you have the correct code entry. Press ✕ to view this movie, or press ↑ + ✕ to view the next FMV sequence.

VIEW UNLOCKED CHEATS

Press L1 + R1 in the elevator to list the hidden features and modes that have been successfully unlocked as described below.

PLAY AS CACTUS AND DUDE FEATURE

Win WWF title in challenge mode with Mankind under medium or hard difficulty. Cactus Jack and Dude Love will now be available from the Character Selection screen.

PLAY AS TRAINER FEATURE

Enter the training mode and select "Custom" followed by "Trainer" at the Character Selection screen.

PLAY AS SUE FEATURE

Win the WWF title in challenge mode with either Bret Hart or his brother Owen Hart under the medium or hard difficulty level.
Sue, the ring girl, will now be available for you to play as a custom wrestler.

NEW DUDES FEATURE

Win the WWF title in Challenge Mode with the Kane under the medium or hard difficulty level. Additional shirts, jackets, masks, pants, and more clothes will be available in Creation Mode.

EXTRA GOLDUST FEATURE

Win the WWF title in challenge mode with Goldust under the medium or hard difficulty levels. Then, hold L2, R1 or R2 while selecting Goldust on the Character Selection screen to more costumes, including the MarilynDust and DustyDust versions.

EXTRA COLD FEATURE

Win the WWF title with Stone Cold Steve Austin under either the medium or hard difficulty levels. Then, highlight Stone Cold on the Character Selection screen and press L2, R1, or R2 for some additional costumes.

RATTLESNAKE FEATURE

Win the WWF title in challenge mode with a user-created wrestler under the hard difficulty level. You will now be able to select a much pumped-up Steve Austin as a customised character.

NO METERS MODE

Win the WWF title in Challenge Mode with the Undertaker under medium or hard difficulty.

BIG HEAD MODE

Win the WWF title in Challenge Mode with British Bulldog or The Rock under the medium or hard difficulty.

NO WIMPS MODE

Win the WWF title in challenge mode with Ken Shamrock or Farooq under the medium or hard difficulty level. Blocking is disabled when this mode is active.

BEAN MODE

Win the WWF title in challenge mode with Mosh or Thrasher under the medium or hard difficulty level. Belching and farting is enabled. Fantastic!

EGO MODE

Win the WWF title in challenge mode with Ahmed Johnson under the medium or hard difficulty level. Crowd cheers will increase the size of the wrestler's head, while boos will make it shrink.

RANDOM WRESTLER

Hold ↑ and press Block on the Character Selection screen.

ALTERNATE COSTUMES

Hold L2 and select a wrestler at the Character Selection screen under medium or hard difficulty levels.

ANGRY CROWD

Start a match with no CPU players and instead of kicking off just leave the wrestlers standing there without moving or wrestling. The crowd will get extremely angry (no wonder), and J.R. and Vince will add some funny commentary.

X IS FOR...

X-MEN:

MUTANT ACADEMY

UNLOCK ALL SECRETS

On the main menu, Press SELECT, ↑, L2, R1, L1, R2.

UNLOCK EVERYTHING

Go to the Options screen and press ○, SELECT, L1, R1, R2, L2, □, □, SELECT.

X-MEN: CHILDREN OF THE ATOM

QUICK CONTINUE

Hold L1 + L2 + R1 + R2 and press START when continuing to keep the same characters as you had before.

FIGHT AS AKUMA

Enter the Character Selection screen, and Omega Red. Finally, highlight Silver Samurai, wait three seconds and press LK + HK + HP. Akuma will appear in place of Silver Samurai to confirm correct code entry.

To fight as Akuma as player two, highlight Storm and wait 3 seconds. Then, highlight Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, and Silver Samurai. Then, highlight Spiral, wait for three seconds, and press LK + HK + HP.

FUN BAGS

TOMB RAIDER III

TREAT LARA REAL NICE WITH OUR HEALTHY PORTION OF CHEATERY!

ALL SECRETS AND KEYS

While playing press L2x5, R2, L2x3, R2, L2, R2, L2x2, R2, L2x2, R2, L2x2

ALL WEAPONS, MEDKITS, FLARES AND SAVE CRYSTALS

While playing press L2, R2 twice, L2 four times, R2, L2, R2 twice times, L2, R2 twice, L2 twice, R2, L2 twice, R2.

FIND THE KEY IN LARA'S HOUSE

To find the key to Lara's race track you first need to lock the butler in the freezer. Then go to your bed room and get the flairs in the room next to her bed. Next go down the hall and go into the attic and light a flair. Find the green or blue box and push it forward twice. Leave the attic and go to the library in the upstairs.

On the bookshelf on the wall on the right there is a book that you have to push. After you push it the fire in the fire place will go out. Go into the fire place and turn left you should be able to climb the wall to a secret passage follow the passage to a room. In the room climb up on to the ledge and push the box from the attic to the left. Then go to the other end of the ledge, light a flair and pull the lever on the wall. While the door opening scene runs press ○ to turn around and run to the door under the stairs. Once down there find another green box and pull it back once and to the right once. Jump up into the secret passage and into the water. Swim around the tank to the other side but stay near the glass and you find the key in the water. You can find it by looking around the fish tank in the basement.

LEVEL SKIP

While playing press L2, R2, L2x2, R2, L2, R2, L2, R2, L2x4, R2, L2, R2x4, L2.

RACETRACK KEY

To get the racetrack key, press R2, L2x3, R2, L2x6, R2, L2x5, R2, L2x2 while playing the game in Lara's mansion.

SECRET ROOM IN LARA'S MANSION

When you enter the mansion go to her pool. Behind the diving board you'll find there is a switch. Press it to open a door in the main room with a switch behind it. Pull the switch and quickly turn around and sprint for the room across the hall. Inside you'll find some of the artifacts she's collected on her adventures.

THE HELPING HAND

STUCK? THE HAND CAN HELP! BEST EFFORT WINS A PS2 GAME!

Stuck on a game? Found something great? Just want to chat? The Hand wants to hear from you! All of you.

E-MAIL CHEATZONE@FUTURENET.CO.UK
MAIL HELPING HAND, **CHEATZONE,**
30 MONMOUTH ST, BATH, BA1 2BW
FAX 01225 732275

EVERY LETTER WINS!!

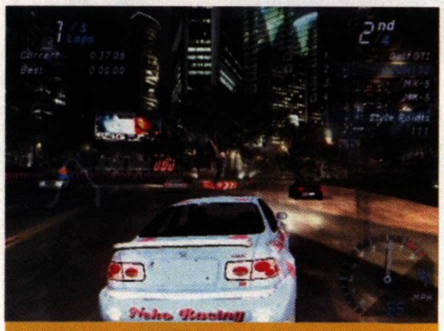
Yep, every letter we publish will be sent an extra special prize – an Xploder cheats disc, courtesy of Blaze. This nifty piece of equipment is packed with all the latest cheats – all you have to do is whack it in your PS2 drive to access codes for big games like True Crime, FIFA 2004, Here Comes The Pain and Medal Of Honor.

VOGUE OPS

Dear Helping Hand,
Wondering whether you can help me, there. I reckon I'm most of the way towards 100% completion of *Need for Speed: Underground*, but need to find all the magazines. Any chance of a full list, do you think?
THOMAS FYFE CLEETHORPES

Mmm. Shouldn't be too much of a problem, this. See, I've been watching resident *NFS* expert Cundy closely. Some might say too close – though I reckon it depends on how you define close. I mean, what *is* close? Is leaning over someone's shoulder close? Is accidentally brushing their arm close? Is pretending to be excited about their half-arsed gaming skills, just to be able to run a hand through the endless stubble close? Is it? Anyone? Erm, right. Well, why don't we go back to those magazines you asked for...

01.......... Achieve #10 spot on Circuit rankings board
02.......... Achieve #09 spot on Sprint rankings board
03.......... Achieve #10 spot on Drift rankings board
04.......... Achieve #07 spot on Drag rankings board
05.......... Achieve #08 spot on Drift rankings board
06.......... Achieve #08 spot on Circuit rankings board
07.......... Achieve #06 spot on Circuit rankings board
08.......... Achieve #06 spot on Sprint rankings board
09.......... Achieve #04 spot on Drift rankings board
10.......... Win all tournaments
11.......... Defeat Eddie in race 111/111
12.......... Install all Level 1 Performance Upgrades
13.......... Install all Level 2 Performance Upgrades
14.......... Install all Level 3 Performance Upgrades
15.......... Build a car with a 1 Star Reputation
16.......... Install all Level 1 Visual Upgrades
17.......... Install all Level 2 Visual Upgrades
18.......... Install all Level 3 Visual Upgrades
19.......... Max out your Reputation Meter
20.......... Beat the best preset time in any Drag race on Hard
21.......... Beat the best preset time in any Circuit race on Hard
22.......... Beat the best preset time in any Drift race on Hard
23.......... Beat the best preset time in any Sprint race on Hard
24.......... Achieve 500 online reputation
25.......... Achieve 1000 online reputation
26.......... Achieve 2500 online reputation
27.......... Achieve 5000 online reputation



Take it to the mags: Want to clock up every mag? You gotta race hard! And, er, cast your eyes north.

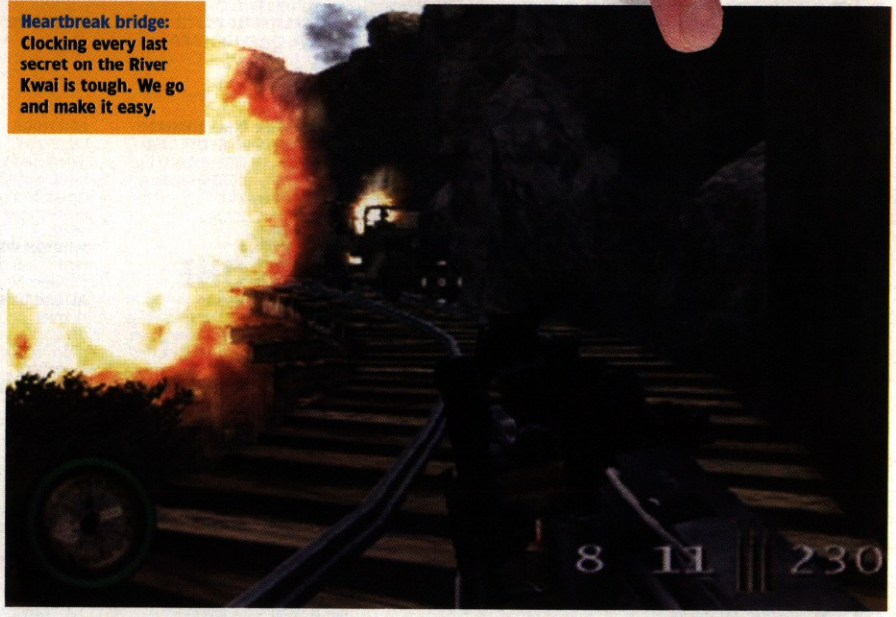
SNIPPETS

A SIMPLE-SONS PLAN

Dear Helping Hand,
Here's the location of every Bee Camera on Lisa's level in *The Simpsons: Hit and Run*...
1 Roof of building next to Android's Dungeon
2 Roof of Bowl-A-Rama
3 Beach, south of Squidport
4 Roof of Planet Hype
5 Front of lighthouse
6 By rear steps of ship
7 Next to the crane on the ship

8 Front of ship
9 Inside brewery
10 Head for the Duff blimp landing area
11 Head for the Duff blimp landing area
12 Krusty TV set
13 Springfield news set
14 Road just before Ye Olde Off-Ramp Inn
15 Top floor of Ye Olde Off-Ramp Inn

16 Outside Observatory
17 Kamp Krusty
18 Kamp Krusty
19 Over the broken railing at the dam
20 Through elevator, after vaulting railing
And that's pretty much that. I'm trying to find them all for every level!
★ JON 'WIZARD' MONTGOMERY, HUDDERSFIELD



Heartbreak bridge: Clocking every last secret on the River Kwai is tough. We go and make it easy.

MEDAL CEREMONY

Dear Helping Hand,
I've been playing through *Medal Of Honor: Rising Sun*, trying to complete all the bonus objectives on A Bridge On The River Kwai level. Unfortunately, I missed your guide to the secrets in the game. I've got one film cannister and one bonus objectives. Er, and that's it. Don't suppose you could direct me to the other ones, could you? Preferably all of them, but any would be a great gelp. Thanks very much indeed.
EMILY SHUTTLEWORTH LEICESTER

See? That's what I'm talking about. Manners. Obviously you're a very nice young lady. Well mannered. Perhaps a bit spiky in the mornings, but a good laugh once you've had a couple of corned beef sandwiches and a can of Jaguar Lager. So, seeing as you asked so nicely, here's the full list of secrets for the Bridge on the River Kwai level...

FILM CANISTER 1: From your starting position turn around and use the Machete to cut through the undergrowth. Follow the path around and shoot the two Japanese who are startled by your appearance. Now move down the small stream and shoot the soldier in the foxhole on the right and the one up ahead. Shoot the enemy in the foxhole at the bottom and then walk up to the edge of the cliff by the tree where some vines are hanging down. Press ⊗ to swing over the gorge Tarzan-style and into a tunnel in the opposite cliff face. Move into the cave and shoot the three Japanese and collect the Film Canister. For some strange reason, there is also a donut in here that, when eaten, replenishes your health.

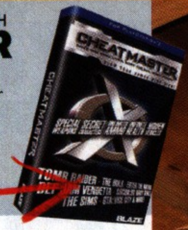
BONUS OBJECTIVE 1: Kill ten soldiers at the barricade. Use your Sniper Rifle to pick off the soldiers who run to man the machine guns and those who try and take cover.

BONUS OBJECTIVE 2: Cross the bridge, look right and shoot the barrels on the barges to disable the dock.

FILM CANISTER 2: Right at the end of the level when you follow Bromley to where you jump off the bridge, look to the left as you run across the top of the carriages.

STAR LETTER

IN ASSOCIATION WITH
XPLODER



Every month, the winner of the Star Letter will recieve an Xploder cheats disc from Blaze, and a game of their choice!

Wham bam thankyou Zam: Cundy re-enacts the scene that meant the most to him in sausage-throwing school series, *Grange Hill.*

BOND LIFE

Dear Helping Hand,
Just been playing the new James Bond game, *Everything Or Nothing*. It's good. Well, most of it's good – there's a few bits which aren't really that fun, like the motorbike sections and the driving bit on Mardi Gras Mayhem. However, one area where the game really does impress is in its cast – Pierce Brosnan you'd expect, but Willem Dafoe and Shannon Elizabeth?! To have a famous cast really gives the game the feel of a proper Bond film. Shannon Elizabeth is especially good. I love the way she slinks onto the menu in that white dress... but, then, who wouldn't? Do you think this is likely to continue in the next few Bond games? I'd like to see Gary Oldman in the next game, and Lucy Liu as the Bond girl. But that's just me.
STUART BAILEY VIA EMAIL

We agree. The cast of *Everything Or Nothing* is top notch, and – given the power and money of EA these days – we wouldn't expect it to stop for the next game. A quick office poll has Ben Kingsley out front for the next Bond villian ("No, no, no, no, no, Meester Bond!") with Angelina Jolie as Kingsley's tight-clothed sidekick and Heather Graham as the love interest. Cundy also suggested his soul mate and hero, Zammo from Grange Hill.

UNLOCK MEDAL AND SKELETON KEYS: Complete both Bonus Objectives; Less than 60 hits; Get 85%+ accuracy. **SKIN LOCATION**: After meeting up with the Chindits go into the second cave you pass on your right-hand side. Kill all the Japanese in here before grabbing the skin.

WHEEL THE DIFFERENCE

Dear Helping Hand,
Got any good tips for finishing first on the Race Day level in *Mafia*? I'm struggling a bit. Well, quite a lot.
GEOFF REARSLEY BOURNEMOUTH

Forget about it! Er, that's what gangsters say right? Eh? I'm a *whatting what*? Oh. Right. Well, s'pose I better tell you that the number one key to finishing first is to stay off the grass. And that you'll get further, faster, if you take a corner more slowly rather than cutting it and heading across the grass. Oh, and that giving your competitiors a gentle shove on the straights will help give you a canny little advantage. Is that okay? Right. I'm off to practise my Silician accent. Erm, even though I haven't got a mouth.

RAY OF LIGHT

Dear Helping Hand,
I've got *Metal Gear Solid 2: Sons Of Liberty* and am completely stuck on the 'Metal Gear Rays' section at the end of the game, where you have to battle all the Metal Gears with your stinger. Can you suggest a way of beating them? I just can't seem to see them off.
PAUL HUGHES VIA EMAIL

The Rays will kick off by sounding a battle cry – they are vulnerable when they do this, and it's a perfect time to start shooting them in the knees. This causes them to lower their heads, opening up their weak spot for more Stingers. If you're not sure you can switch targets quickly enough, just go for the head. Next, unequip the Stinger and run for your life. Throw Chaff Grenades as you run to disorientate the Rays, then get the Stinger back and blast away. Shoot the same Ray until it gets to less than half health, at which point it will leap into the middle of the room. Keep using the same tactics, staying close enough so that the other Rays don't risk firing at you both, but not too close so you get squished. Stay on the move and none of their attacks should hit you. Once destroyed, it will be replaced until you have wiped six of them out.

SNIPPETS

CELL OF A WAY TO GO

Here's the complete list of keypad codes for *Splinter Cell*. It'll save a hell of a lot of hassle, that's for sure. The type of hassle I've, sadly, had to go through. Anyway...

MISSION ONE
(Police Station)
Keypad code #1: 091772
Keypad code #2: 5929

MISSION FOUR
(CIA Headquarters)
Keypad code #1: 7687
Keypad code #2: 110598
Keypad code #3: 2977
Keypad code #4: 2019
Keypad code #5: 110700
Keypad code #6: 0614

MISSION FIVE
(Kalinatek)
Keypad code #1: 97531
Keypad code #2: 33575
Keypad code #3: 1250

MISSION SIX
(Nuclear Plant)
Keypad code #1: 560627
Keypad code #2: 151822
Keypad code #3: 795021

MISSION NINE
(Chinese Embassy pt2)
Keypad code #1: 1436
Keypad code #2: 9753
Keypad code #3: 1456
Keypad code #4: 1834
Keypad code #5: 7921

MISSION TEN
(Presidential Palace)
Keypad code #1: 2126
Keypad code #2: 70021
Keypad code #3: 66768

Alternatively, if you want to play the game the way it was meant to be played, you have to collect every data stick in the game. Let me assure you: this takes time.
★ CHARLIE, VIA EMAIL

- *Discovered something brilliant in the game you're playing? Then share it with the world in our Snippets section by emailing us or writing to us. We will print the best ones every issue.*

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30 Monmouth Street
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BA1 2BW

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Email: cheatzone@futurenet.co.uk

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Future Publishing Ltd, FREEPOST BS4900, Somerton, TA11 7BR
Tel: 0870 444 8656 (UK), +44 1458 271100 (Rest of World)

Distributed through the UK Newstrade by Seymour Distribution, 86 Newman Street, London, W1P 3LD. Tel: 020 7907 6000

Overseas Distribution by Future Publishing Ltd. Tel: 01225 442244
If you had any problems finding this issue of OPS2, please call Regina Erak in our Circulation Department on 01225 320889

Printed in the UK by ET Heron

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ASK US!

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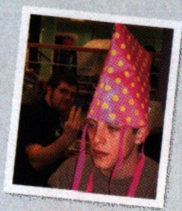
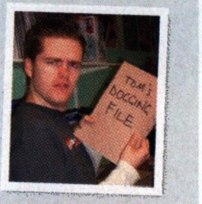
MATT CUNDY
Prefers playing as female avatars. Likes games more 'cerebral' and less 'violent'. Still insists he isn't a total gay lord, though.

TOM MAYO
RPG stat junkie. Without an HP fix he vomits and messes his underpants. Battles his addiction with turn-based attacks.

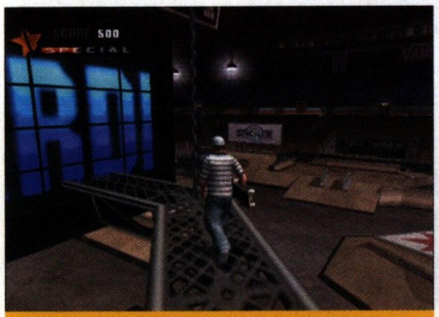


STEVE C.
Can't understand why publishers aren't interested in his 'neat' idea for a game. He's called it *Genocide: That's An Order*.



TIM WEAVER
A temporal anomaly in his head makes him think he's still living in the 80s. Likes games that have great graphics.

CONTACT US: **CHEATZONE**, 30 MONMOUTH ST, BATH, BA1 2BW



Tape measure: Once you've finally made it up to the gantry, that secret tape is as good as yours.

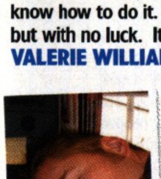
JAMMY GET

I've completed *Tony Hawk's Underground* on all the difficulty levels and without using any cheats. I'm now playing again and trying to collect all of the secret tapes. However, I can't find the one in Slam City Jam anywhere. Pleeeease can you tell me where the tape is and how to get it.
GREG CLARK AYLESBURY

STEVE SAYS...
As it happens, Greg, I am quite simply the best at this game. The secret tape can be found in the huge square scoreboard near the middle of the level. To get to it, use the half pipe at the start to leap and grind on to the square spotlights above (your ollie and air stats must be pretty high to make it), or easier, bail off mid-air and cling on before hauling yourself up. Now walk or grind around the perimeter of the spotlights, then walk into the square section to smash the scoreboard and nab the tape. ■

SUIT IT AND BOOT IT

Please help! I'm currently playing *Jak II*, but I've been stuck on the 'Destroy the Drill Platform Tower' level for absolutely ages. I'm in the control room and I'm meant to destroy some control panels, but I don't know how to do it. I've tried everything I can think of, but with no luck. It's driving me absolutely insane.
VALERIE WILLIAMSON PRESTON



TIM SAYS...
Hmmm. Destroying the control panels is a pretty straightforward process – it's quite simply a case of punching them. However, in order to destroy the panels Jak must be wearing the Titan Suit (press either ▣ or ◎ to punch while in the suit); maybe that's where you're going wrong? There are 10 panels to destroy in total: eight in the main area and two in the adjoining room. Once all the panels have been destroyed, you must get Jak back to the tower entrance before the timer reaches zero. Go do it! ■

ROCK BOT-TOM

I'm stuck on the *Jak II* mission 'Protect Hideout from Bombots' and it's pushing me to my gaming limit! Everytime I try to shoot the Bombots they electrocute me, and then the Krimzon Guards come after me! Have you got any tips?
THOMAS ANDREWS VIA EMAIL

TIM SAYS...
Okay, make sure you've equipped Jak with the Vulcan gun and then hop on to the vehicle that's outside the hideout. Head south to the closest Bombot and approach it from the rear. Get close to it and quickly unleash using the Vulcan's rapid fire – hang around too long within the Bombot's range of fire and it'll target you with its lasers. When the Bombot starts to beep, retreat quick-smartish as it's about to blow. Repeat this for the other nearby Bombot – you've now eliminated the two closest threats to the hideout. Now quickly make your way to the remaining Bombot that's located to the north and take it out like it's been calling yo mama real nasty names. ■

Jak the lad: It seems that *Jak II* is ever popular and is still proving a tricky customer to complete.

OUT OF THE CLOSET

I'm stuck at the start of the Nutripils Factory in the rather ace, *Beyond Good & Evil*. I'm near the start of the level and I have to restore the power to get the elevator working. I'm in the Electrical Closet and I've got to turn a fan blade on the ceiling, but I don't know how to turn it! Please help.
MICHELLE JAMES VIA EMAIL

MATT SAYS...
Ooh, you're going to kick yourself, Michelle, the solution to this is pretty simple. You should have recently collected a Gyrodisk attachment for Jade's camera, so go into Camera Mode, focus on the fan blade and press ◎ to fire a Gyrodisk at it. Keep firing Gyrodisks until the blade swings all the way round. It's as easy as that. Problem solved. ■

STUFF WE KNOW

MATT SAYS...

Vice City. It's a big place full of filthy scuzbags. Bang gangers, drug mentals, sex pimps and advertising twats. Strangely, Vice City's ad folk seem to be uncharacteristically honest, as many of the billboards around the city testify. 'HAVE A FUN TIME AT FUN WORLD' and 'COME TO DUNDEE – Look, we have a boat that belonged to a loser' are two no-nonsense billboard campaigns. A refreshingly candid approach, to be sure, but Vice City's ad execs still know how to tap into the complicated consumer psyche – see the SHAFT HOT DOGS ad ('The Taste of a Real Man's Meat') and the urge to gobble down a greasy weiner is sub-consciously overwhelming. Keen sausage swallowers are also targetted in the city's homo-military recruitment drive: 'Need a domineering man in your life? Enjoy showering with other men? Find it difficult to make decisions for yourself? You might just be perfect for the military.' Simple fun-poking, but you know what they say about true words spoken in jest. Less wit and more statement of fact is the BUY AMERICAN campaign – 'Without gross symbols of excess, what will Americans have to look up to?' Er, ultra-violent video games perhaps?

This isn't Penance: It's Rikku. But for some inexplicable reason, we don't have a pic of Penance. Mayo!

PAIN IN THE PENANCE

I'm having problems killing Penance in *Final Fantasy X*. I have the stats to complete the game, I have Break Damage and HP Limit, but the physical attacks from its arms kill me. Also, whenever I start getting some good hits on Penance and it seems to be falling, it uses Obliteration. And if I survive that, it uses Immolation and kills me. Please help!
NATHAN COLES NORTHAMPTON

TOM SAYS...
This is the toughest boss in the game, which is really saying something. It also means that you can't afford to make any mistakes, hold back with your rare items, or be in any way below maximum power for the characters you plan on using.

To prepare for the battle, make sure your characters have Auto-Protect, Auto-Haste, Break HP Limit and Ribbon. These are crucial, because if you cast Hastega and Protect during the fight, you may well end up Dispelling them as you get rid of Full Break (a nasty status effect he hits you with). They should also all have full overdrive meters, their Celestial Weapons powered up, and at least 50,000 HP each. You should by now be familiar with the process of clearing out the Sphere grid and filling it with a mix of spheres of your own devising, allowing you to max your stats to 255 and get your HP right up.

Items are your friends in this fight. This fight is literally what you've been saving them up for. A Stamina Tonic will double your party's maximum HP. Three Stars reduces MP cost to 0. Purifying Salts will get rid of his Mighty Guard.

Rikku has some powerful Mixes you can take advantage of too. Potion + Twin Stars = Freedom X, which also reduces MP consumption to 0. Light Curtain + Pendulum = Hyper Mighty G, which gives you all kinds of boosts, but most importantly Reraise. Mega Elixir + Level 1 Key Sphere = Eccentric, which doubles the speed your party's Overdrive meters fill. Alternate ingredients will also get the same results, if you are short of some items.

Quick Hit and double-casting Ultima are your best offensive options. Concentrate all your attacks on the arms, because only when both arms are intact will the body use the seriously nasty attacks. And, of course, Zanmato is always a last resort. ■

FINGER TIP

Here we take through the hardest bit a game has to offer and make it easy!

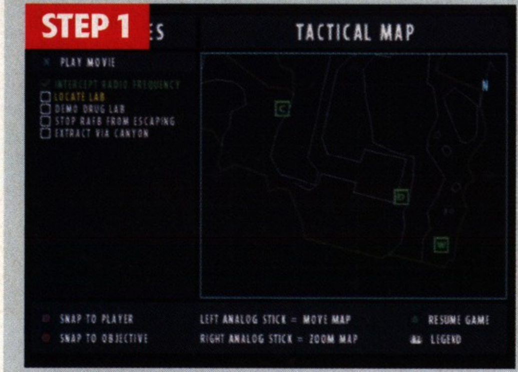
HOW TO MASTER THE ONLINE GAME IN SOCOM 2

AS REQUESTED BY: TONY STEELE, LEICESTER

Last month we ripped apart *SOCOM 2*'s single player missions, so now it's time to turn our professional gaze towards the online multiplayer missions. If you're an embarrassment online, then here's the tips you need to succeed...

ONLINE MISSIONS MADE EASY!

STEP 1



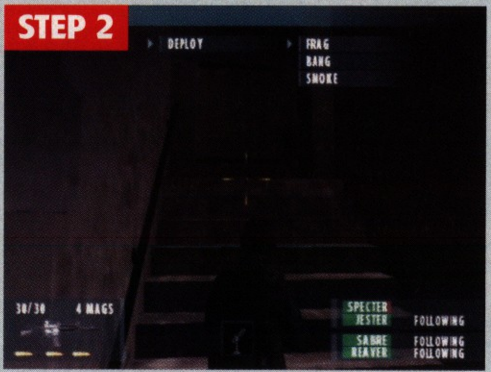
ES
TACTICAL MAP
PLAY MOVIE
INTERCEPT RADIO FREQUENCY
LOCATE LAB
DEMO DRUG LAB
STOP RAFB FROM ESCAPING
EXTRACT VIA CANYON
C
D
W
N
SNAP TO PLAYER
SNAP TO OBJECTIVE
LEFT ANALOG STICK = MOVE MAP
RIGHT ANALOG STICK = ZOOM MAP
RESUME GAME
LEGEND

BORED ESCORT

■ Some missions will require you to escort VIPs, and there's a real knack to getting them (and yourself) through the mission unscathed. If you take the most obvious route, then you'll find that you'll be overrun by the enemy when you get near the extraction point. Check out the map and you should be able to find a way around the danger area and to come in from the side. If you're unsure of the safety of your VIPs, always leave them behind (in a safe spot, obviously), so you can nip in, clear out an area and then extract them safely.

If you're controlling a terrorist outfit, then things are a lot more fun. VIPs are a lot easier to kill than SEALs, because they don't usually tend to be armed. But, unfortunately, you're unlikely to find that the VIPs come wandering into your gun sights without a back up. If you start firing at the VIPs, then the SEALs will soon start shooting back, so the best strategy is to kill off the SEALs first, then pop off the VIPs.

STEP 2



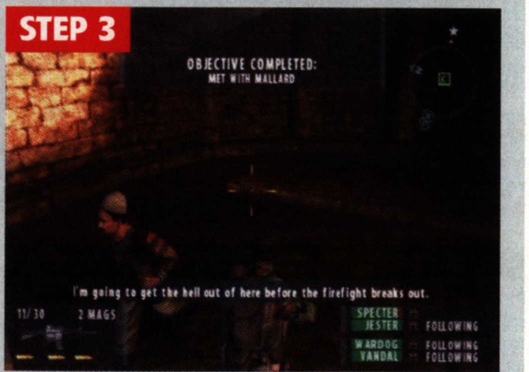
DEPLOY
FRAG
BANG
SMOKE
30/30
4 MAGS
SPECTER
JESTER
FOLLOWING
SABRE
FOLLOWING
REAVER
FOLLOWING

MAKE IT MINE

■ One of the most dangerous weapons in the online game is the PMN Mine. These tiny mines are difficult to see and, as they're usually placed in doorways, you need to be extremely careful entering any new location. The easiest way to get past a Mine is to casually lob a Grenade nearby to detonate it. Also, it's worth looking around the outside of a building, as you'll often find another entrance that offers you greater protection.

Of course, on the flip side, they're the perfect weapons to carry if you're playing as a terrorist. Always stock up on a few in your inventory at the start of a mission, then make sure to leave them in locations where they're most likely to be effective – doorways and narrow walkways, for example.

STEP 3



OBJECTIVE COMPLETED:
MET WITH MALLARD
C
11/30
2 MAGS
SPECTER
JESTER
FOLLOWING
WARDOG
FOLLOWING
VANDAL
FOLLOWING

I'm going to get the hell out of here before the firefight breaks out.

TOP RANKING

■ You'll always know exactly how well you're doing in the online missions in *SOCOM 2*, as the game has an in-built ranking system that rates your performance on each stage you play through. Your overall score is worked out by recording your abilities in teamwork, accuracy and how many of the objectives you manage to complete. You can also earn more ranking points by killing players who outrank you – but this also works in reverse, so a high-ranking soldier will earn far fewer points for killing a grunt, rather than an officer.

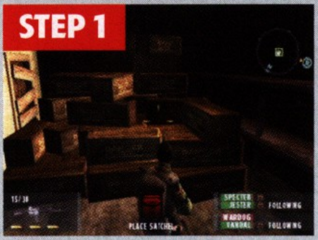
As well as an individual score, you'll also have a ranking score for your clan. This, as you'd expect, is based on the average score of all the players in the clan, and it's a great indicator for when you're picking a clan to play against online. Checking out their clan ranking first should give you an excellent idea of what you're letting yourself in for. If they are much better than you, find another clan.

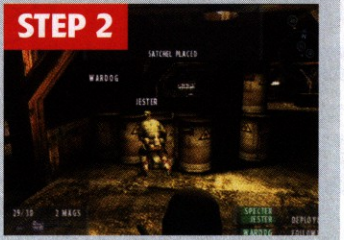
BOMBS AWAY!

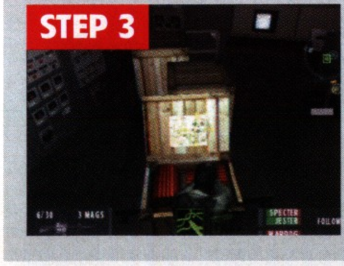
They're useful in the single player missions, but almost essential in the multi-player maps. Mastering the art of the bomb will often make the difference between winning and losing, so here's your first master class...

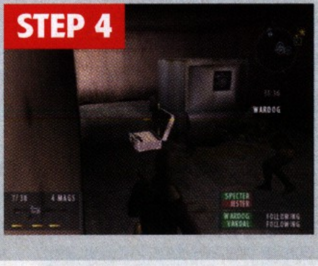
PLANTING

■ When you finally manage to make it to the enemy's base, you'll need to find the best spot to plant the bomb. You can only plant a bomb when the floor lights up red, so keep moving through the base until it lights up. When it does, hold down the ⊗ button until the onscreen meter fills up and then, when it's full, a thirty-second countdown will begin – so leg it! This is a good way to end a mission early – if the bomb goes off, then you win, but if the enemy manages to defuse it, then they win.


STEP 1


STEP 2


STEP 3

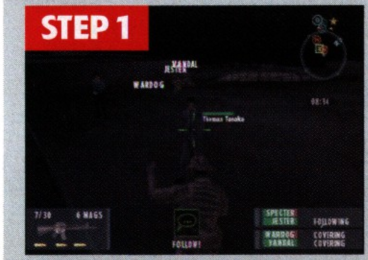

STEP 4

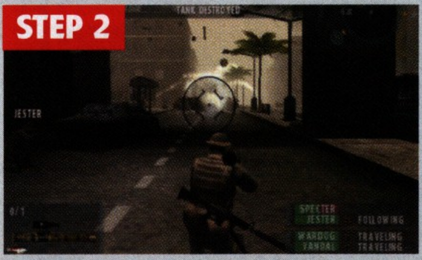
DEFUSING

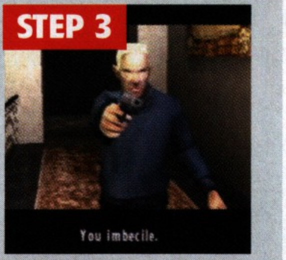
■ Stopping a bomb going off is easy... Once you've found it, of course. After an enemy has placed a bomb, you've got thirty seconds to find it and defuse it. When you've located a bomb, centre your targets on it and hold the ⊗ button until the onscreen meter fills up. If the enemy catch wind of what you're doing, then they'll probably send in reinforcements to kill you, so make sure you have a couple of teammates around you for protection.

GAMES

The multiplayer missions are neatly split up into a series of challenges and differing styles of gameplay. We've dissected a few of the best ones to bring you a selection of choice nuggets of gaming goodness.


STEP 1


STEP 2


STEP 3

RESCUE MATCHES

■ Like the one-player game, the 'Follow' icon will appear onscreen when you get near to a hostage. Pressing the ⊗ button will order them to follow you and, if you check your command list, you'll find that you can also order them to 'Hold Position'. This is ideal if you want to keep them hidden while you clear an area.

BREACH MATCHES

■ In the Breach matches, you're either trying to get in somewhere or trying to defend. If you're on the attack, you'll need plenty of explosives, the use of air strikes and a good amount of luck. Remember that the terrorists will be trying to stop you, so running around in the open air ain't the best strategy. Keep to the edges, move quickly and try to stay out of sight. If you're trying to defend your base, the main things to watch out for are bombs planted by the SEALs, as this is the easiest way for them to gain access.

ESCORT MATCHES

■ This bit's nice and easy. If you're playing as the SEALs, you need to get at least two of your VIPs to the extraction point or kill all the terrorists in the mission. If, on the other hand, you're playing as the terrorists, you need to kill all the VIPs or, alternatively, all of the SEALs.

THE SKIN YOU'RE IN

You earn bonus skins in the game by completing missions in the single player game. Below is a list of the skins you can earn and where you can find them.

SAS (Sabre)

■ You must first complete the Albanian area of the game at the rank of Commander or higher.

SAS (Reaver)

■ You must first complete the Algerian area of the game at the rank of a Commander or higher.

Pius

■ Pius is available to the terrorist team and can be selected for use in the Albanian multiplayer missions once the game has been completed.

Feral

■ You must first complete the game as an Admiral to unlock Feral.

Quixada

■ You must first complete the Brazilian area of the game at the rank of Commander or higher.

Algerian Officer

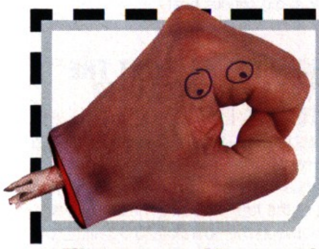
■ You must first complete the Algerian area of the game at the rank of a Lieutenant or higher.

The Specialist

■ You must first complete the Russian area of the game at the rank of a Commander or higher.

Valeska

■ You must first complete the Algerian area of the game at the rank of a Lieutenant or higher.



THE HAND CAN HELP YOU!

Stuck on a specific part of a game? Can't get any further? Then fret no more!

Just fill in the form below, put in as much detail as you can about the problems you've come up against and we'll solve your problem, no questions asked.

The game I'm stuck on is...

And this is what's popping my veins...

Name

Address

SEND THIS FORM TO: Helping Hand, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW / **OR EMAIL:** cheatzone@futurenet.co.uk grand theft auto

Satisfaction Guaranteed

PROBLEMS DISPOSED OF, 'SOLUTIONS' GUARANTEED

Write to: GTA Clinic,
CHEATZONE, 30 Monmouth Street,
Bath, BA1 2BW
Or email: cheatzone@futurenet.co.uk

20:27
$00104378
049 100
1140-30
GO!

Bangers 'n' crash: There's much fun to be had at the Hyman Memorial Stadium.

Kung Fu Biking: The PCJ is the ideal vehicle when attempting any of the unique jumps.

Q1 PLEASE COULD I HAVE THE FREEZE MISSION TIMER, MAX MONEY, HEALTH AND ARMOUR CHEATS PLEASE.

JOHN KOTRONE LIVERPOOL

If you're looking for *GTA3* or *Vice City* cheats, instead of writing to the Clinic, simply look in our A To Z section (starting on page 82). Every single cheat for both *GTA* games are listed right there. If you can't find a particular cheat for either game, it's because no such cheat exists.

Q2 I'M STUCK ON THE 'PAYDAY FOR RAY' MISSION (*GTA3*). HOW CAN YOU FINISH IT WITHIN THE TIME LIMIT?

GEORGE GREEN VIA EMAIL

Thanks to the tight time limit, this is one of the toughest missions in the game. You should make sure you have a fast car, so grab either a Banshee, Infernus, Cheeta or Yakuza Stinger before you start the mission. It's also important that you don't have a wanted rating, otherwise Ray gets nervous when you speak to him on any of the payphones and he won't give you directions to the next location.

When the mission begins, your first destination is a payphone in Torrington near the edge of the water. The second payphone is outside West Belleville Park on the side closest to the water and by the highway slip road. The next payphone is at Liberty Campus and the final one is back at West Belleville Park. The timer stops when you answer the fourth phone, so you don't need to rush to meet Ray in the park's toilets. Each time you attempt the mission, the location of the four payphones remains the same, so familiarise yourself with their locations and plan your route carefully. The rest is up to you!

Q3 HOW DO YOU GET INTO THE TANK IN THE 'SIR, YES SIR!' MISSION?

CHARLIE FIRMAN SUFFOLK

This mission still seems to be causing some major problems. Basically, there are two ways of getting into the tank. The easiest way is to destroy the entire convoy first, which makes the soldiers inside the tank flee for their lives, leaving you free to stroll casually up to the vehicle and get in by pressing △ (as you would with any car or bike). If you're trying to get into the tank while some of the convoy are still entact, you need to use another method.

Arm Tommy with a melee weapon (like a baseball bat) and bash the side of the tank where the driver's hatch is located. The tank crew should get out, allowing you to get in. However, as soon as you bash the tank, the soldiers in the convoy do everything they can to stop you, so be prepared for some serious heat.

Q4 HOW DO YOU GET THE STADIUM MISSIONS?

H. DELFTER VIA EMAIL

In order to access the stadium missions, you need to visit the Hyman Memorial Stadium, which is located on Vice City West Island (it's the lumpy bit sticking out of the top). However, the stadium is only open between the hours of 20:00 and 0:00; if you go there at any other time, the stadium will be closed.

Enter the stadium through the front entrance and you will immediately begin one of the missions. There are three missions in total – Blood Ring (a destruction derby), Dirt Ring (motorbike stunts) and Hot Ring (12-lap car race). The mission that the stadium is currently hosting (it changes everyday) is displayed over the front door and on nearby billboards. You can play the stadium missions as many times as you like, although you only need to compete each of them once to get that all important percentage added to your overall 'game completed' tally. ■

☞ CUT THIS OUT AND SEND IT IN!

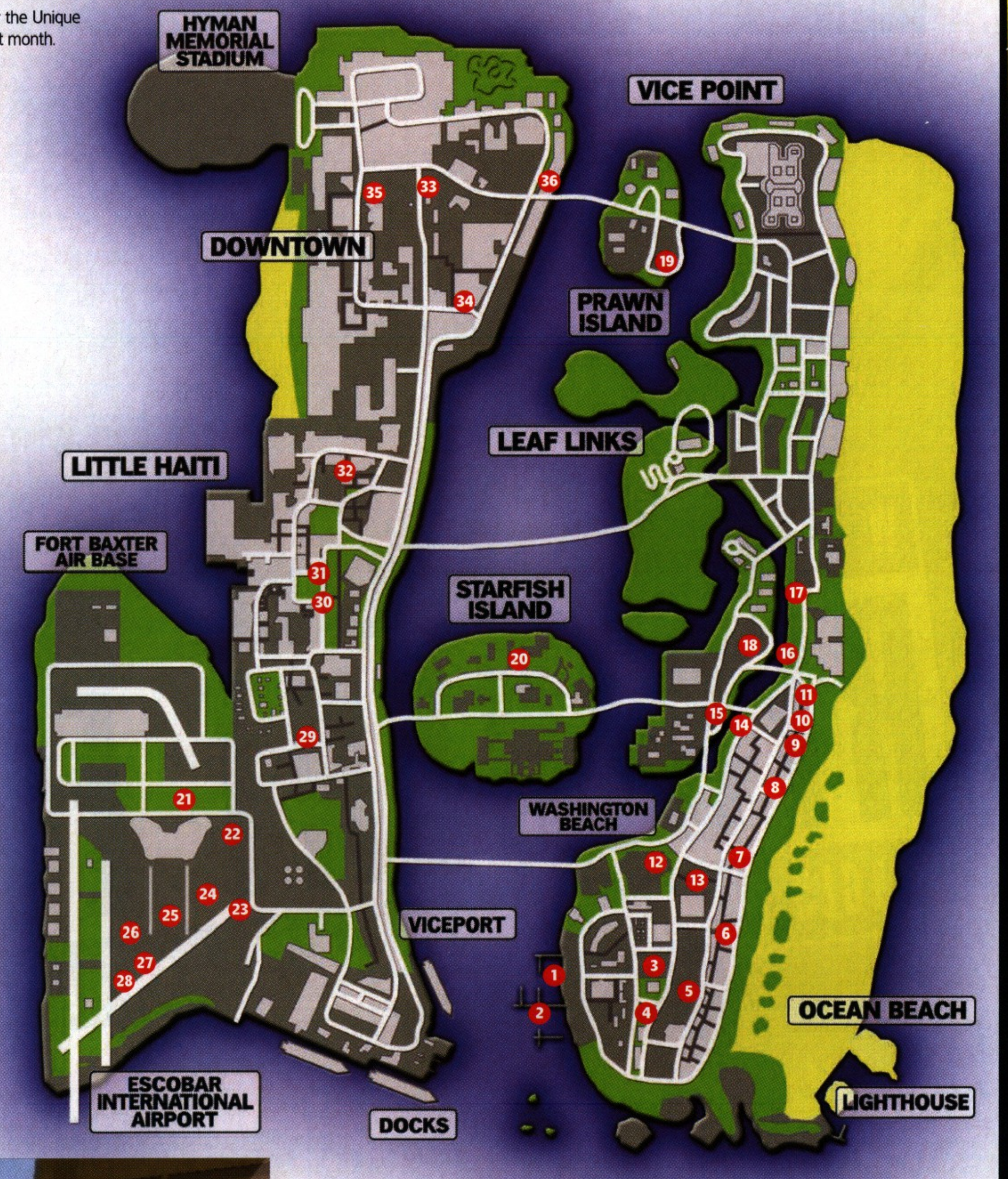
I'M STUCK ON GTA

MY QUESTION IS....

Q5 I CAN'T FIND ALL THE UNIQUE JUMPS OR RAMPAGES. COULD YOU PLEASE HELP?

LEWIS MCCAFFREY VIA EMAIL

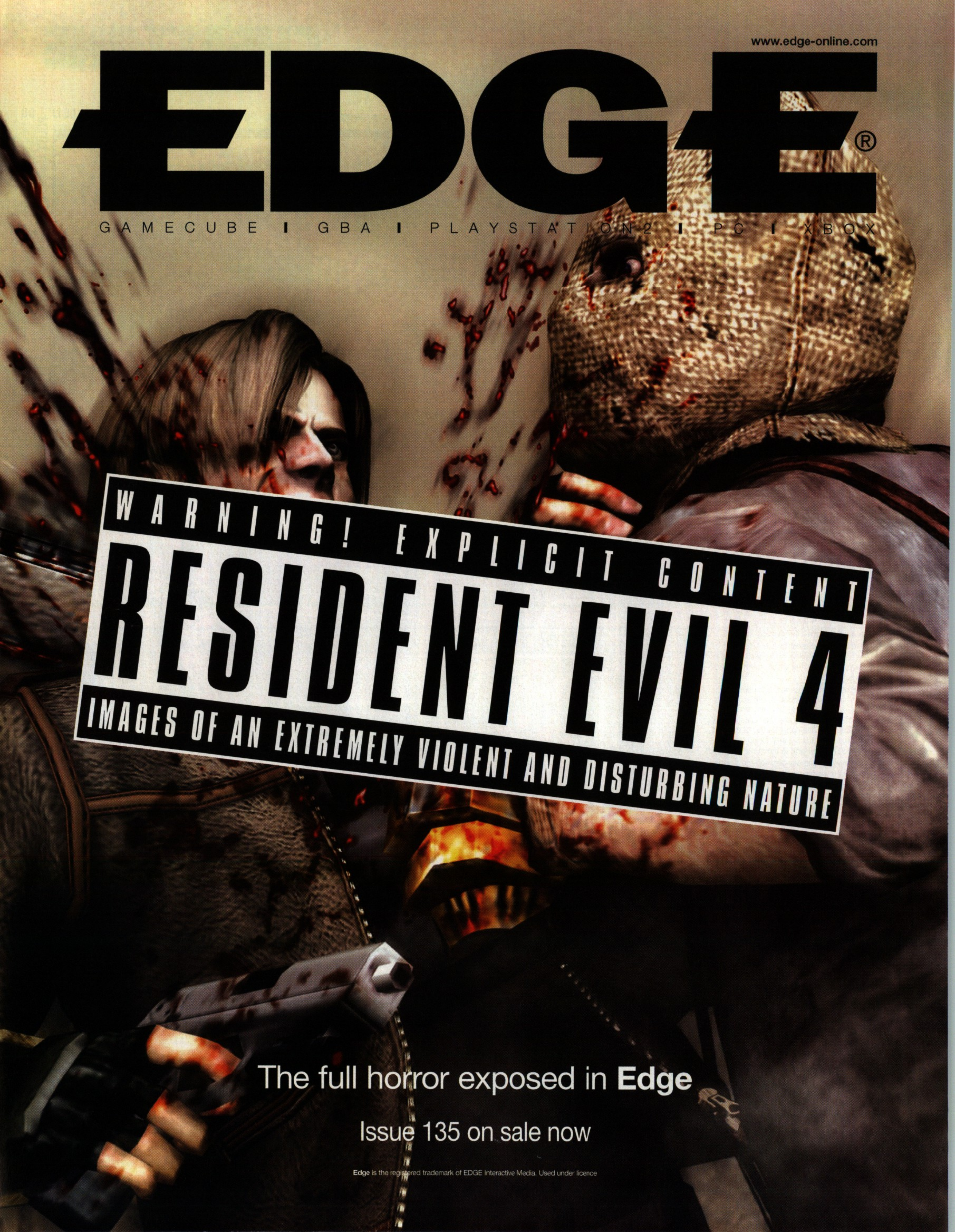
Sure can, but unfortunately we've only got enough room for the Unique Jumps this ish. However, we'll do the Rampages for you next month.



1 At the end of Pier 1.
2 Directly ahead after landing from Jump 1.
3 White stairs in a parking lot. You must clear the first roof and land on the second roof for the jump to register.
4 Directly ahead after landing from Jump 3.
5 On the top floor of a multi-storey car park (the entrance is next to Collar & Cuffs). You must jump south, to the next rooftop.
6 Jump north from the wooden palettes in the alley behind the Ocean Beach Hotel.
7 Jump south from the wooden palettes just beyond Jump 6.
8 In the alley just beyond Jump 7, jump from the south facing metal stairs to the opposite rooftop.
9 West facing metal staircase. You have to hit the opposite building for the jump to register, so get a good run up from the beach.
10 In the alley behind Jump 9 there are two sets of metal stairs – jump south from the set of stairs on the right.
11 Jump from the wooden ramp at the north end of the alley where Jump 10 is located.
12 On the top floor of a multi-storey car park (with the spiral tower on the side). At the top, follow the arrows around until you face east, then let rip and jump to the opposite rooftop.
13 When you land from Jump 12, you should see three roof vents on the next rooftop. Jump from the middle vent to the opposite rooftop.
14 A pile of sand to the side of the Bunch of Tools store.
15 Opposite Jump 14. A stone ramp with 'Hi-Press Gas' pipes going into it.
16 Another stone 'Hi-Press Gas' ramp.
17 Yup, another stone 'Hi-Press Gas' ramp.
18 At the top of the scaffold in the construction site. Follow the wooden planks to the top, drive along the girder on the right and wheelie off the end.
19 Immediately after crossing the bridge from East Island, look left and you'll see a ramp on the side of a building. Use the ramp to jump on to the rooftop and then use the bigger ramp to jump to the upper section of the next roof. On this rooftop is a west facing roof vent jump – jump from here to the movie studio roof.
20 Drive down the pathway between the houses and into the garden on the right. See the small steps by the back door? That's the jump.
21 The jump is part of the large 'Vice Surf' advertising board.
22 The small set of portable steps facing the Vice City Transport Police building.
23 The left-hand ramp at the end of the runway.
24 West-facing set of portable steps. You must clear the passenger boarding tunnel to register the jump.
25 Another west-facing set of portable steps.
26 East-facing set of portable steps.
27 Near the red radar is a small yellow sign with ST8S written on it – that's the jump.
28 The set of portable steps near the red radar.
29 Slightly north of where this jump is located on our map is an alleyway next to a building with yellow parking signs on it. Drive down the alley and use the ramp on the right to get to get to the rooftop. Directly ahead of you is a vent ramp – hit this ramp at speed and keep the gas pressed. When you land you should hit another ramp – this is the unique jump.
30 East-facing wooden ramp (there's a 'Lower Wanted Level' pick-up above it). You have to hit or land on the nearby Pay 'N' Spray for the jump to register.
31 Wooden ramp at the end of an alley, opposite the wreck of an old bus.
32 Set of two wooden ramps down an alleyway. You must clear or smash into the advertising board for the jump to register.
33 Massive set of steps opposite the Ammu-nation (there's a Rampage at the top of the steps).
34 You make this jump as part of the movie studio 'G-Spotlight' mission (the jump can't be accessed until this mission). It's the jump from the office window.
35 You make this jump as part of the movie studio 'G-Spotlight' mission (the jump can't be accessed until this mission). It's the jump from the rooftop opposite the V-Rock building and can only be accessed after making Jump 34.
36 You make this jump as part of the movie studio 'G-Spotlight' mission (the jump can't be accessed until this mission). It's the final jump before you

11:07
$00104316
097
100
140-30

High crimes: Never mind unique, this jump is absolutely ridiculous. Looks good though.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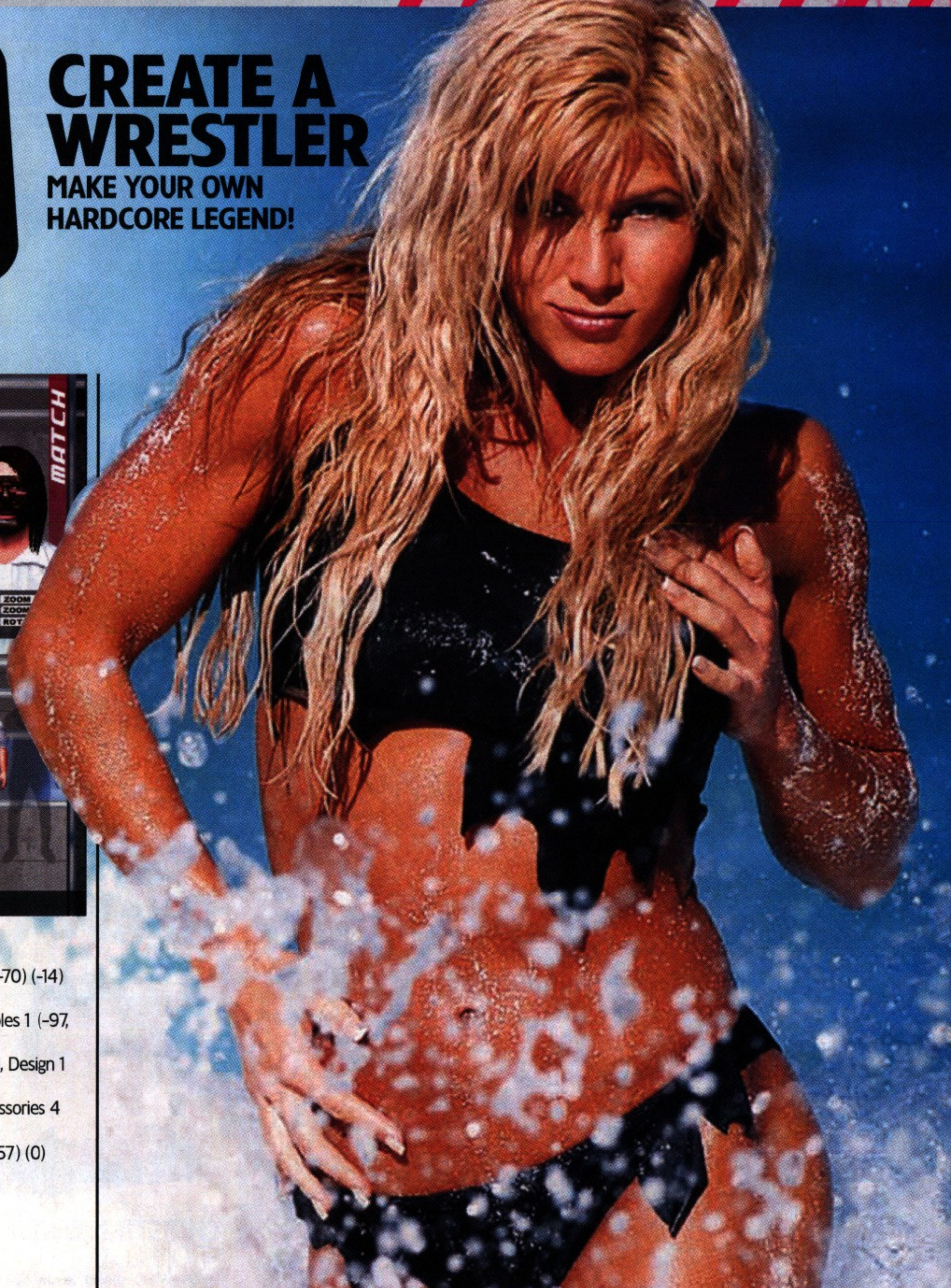
ASK TORRIE

CREATE A WRESTLER

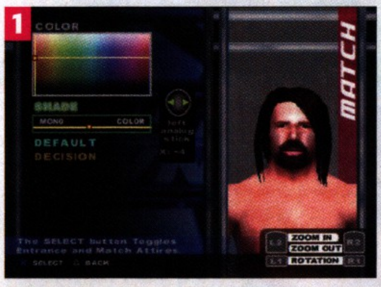
MAKE YOUR OWN HARDCORE LEGEND!



Poor Torrie has been swamped with some rather X-rated mail this month, so she's decided to change the focus of her monthly page. It was either that or take legal action. So, here's a CAW for hardcore hero Mick Foley in his guise as Mankind, for your delight and delectation. Over to Torrie...

"Despite his noticable lack of strength, speed, or technical expertise (how many submissions did you ever see him perform?), Foley could take a beating and give an interview like no-one else, and became enormously popular because of it. With no less than three different characters in the WWE, Foley was nonetheless pretty much consistent in one sense. When watching one of his matches, you were guaranteed to wince and clutch yourself in sympathy. Why not put him in a Hell In A Cell match with old school Undertaker, or a Street Fight with The Rock (sadly no handcuffs), and relive some classic moments!"

1


COLOR
SHADE
MONO
COLOR
DEFAULT
DECISION
left analog stick
MATCH
The SELECT button Toggles Entrance and Match Attires.
SELECT
BACK
ZOOM IN
ZOOM OUT
ROTATION

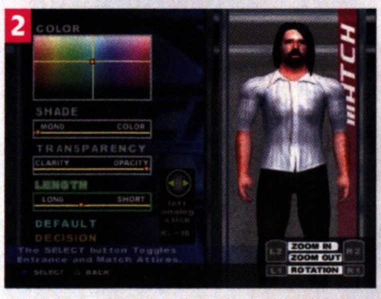
EDIT PARTS

1 BODY

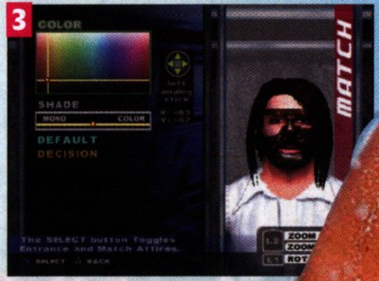
Face 23, **Model** 9, **Figure** (0,0), **Shape** (0,0), **Age** = -100

Head	(0, 0)
Eyebrow	(2, -27)
Eyes	(95, -61) (39, -33)
Nose	0, 47) (0, 19)
Cheek	(100)
Mouth	(0, 0) (-97)
Jaw	(59, 76) (100)
Skin	10 (-92, 9) (0)
Hair	45 (-89, -69) (24) (78)
Eyebrows	9 (-87, -10) (0)
Eyes	9 (12, -3) (0)
Facial Hair	85 (-89, 9) (0) (40)
Facial Hair	75 (-95, 5) (0) (100)
Facial Hair	7 (-86, -3) (0) (100)
Lips	9 (-100, 23) (-4)

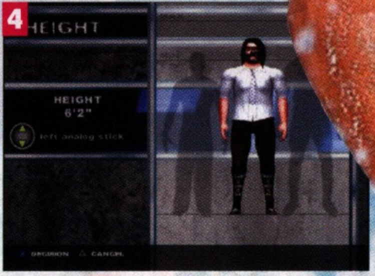
2


COLOR
SHADE
MONO
COLOR
TRANSPARENCY
CLARITY
OPACITY
LENGTH
LONG
SHORT
DEFAULT
DECISION
MATCH
The SELECT button Toggles Entrance and Match Attires.
SELECT
BACK
ZOOM IN
ZOOM OUT
ROTATION

3


COLOR
SHADE
MONO
COLOR
DEFAULT
DECISION
left analog stick
MATCH
The SELECT button Toggles Entrance and Match Attires.
SELECT
BACK
ZOOM
ZOOM
ROT

4


HEIGHT
HEIGHT
6'2"
left analog stick
DECISION
CANCEL

2 ATTIRE

Attire/Lower/ Tights 1, Design 1 (-89, -70) (-14) (100) (-100)

Attire/Lower/ Shoes 19, Design 131, Soles 1 (-97, -20) (100)

Attire/Upper/ Clothes/Long Hemline 11, Design 1 (0, 20) (-100) (100) (-18)

Accessories/Upper/ Upper Body Accessories 4 (-100, 9) (0) (100)

Attire/Head/ Mask 17, Design 1 (-83, -57) (0)

FIGURE

3 FORM

Head	(-20, -27) (-2)
Neck	(67, 66) (-100)
Chest	(34, -16) (5)
Shoulders	(-41, 19) (-20)
Abdomen	(100, 55) (-14)
Arms	(30, 31) (-52)
Forearms	(-5, 16)
Hands	(14, 28) (-20)
Waist	(31, 20)
Thighs	(12, 36)
Legs	(-17, -6) (-13)
Feet	(-29, -7) (-43)
Height	6"2

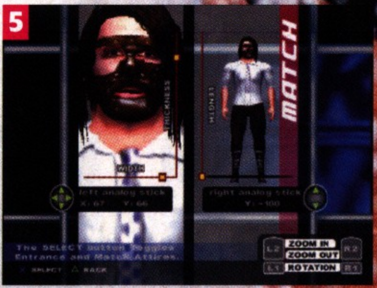
4 PROFILE

Name	Mick Foley
Ringname	Mankind
Nickname	Mankind
Biography	
Gender	Male
Classification	Heavyweight
Face/Heel	More face than heel
Signboard	Up to you, really, there are no specific Mick Foley ones

5 ATTRIBUTES

Strength	6	**Submission**	1
Endurance	6.5	**Technique**	3
Speed	3		

5


THICKNESS
WIDTH
LENGTH
left analog stick
X: 67 Y: 66
right analog stick
Y: -100
MATCH
The SELECT button Toggles Entrance and Match Attires.
SELECT
BACK
ZOOM IN
ZOOM OUT
ROTATION

6 LOGIC

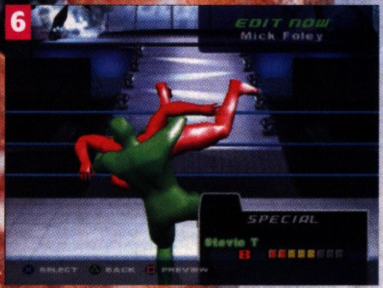
Logic 1	Brawler
Logic 2	Brawler
Move	Aggressive
Irish Whip	Less Often
Attack The Ref	It's done if it's necessary
Weapon Use	Likes it very much
Diving Moves	Less often
Taunt	Less often

7 MOVESET

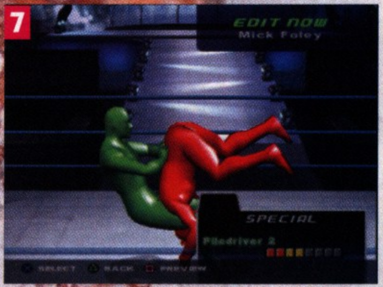
Special 1 – Stevie T (Double Arm DDT)

Special 2 – Piledriver 2

6


EDIT NOW
Mick Foley
SPECIAL
Stevie T
B
SELECT
BACK
PREVIEW

7


EDIT NOW
Mick Foley
SPECIAL
Piledriver 2
SELECT
BACK
PREVIEW

WIN PS2 GAMES!

CHALLENGE ZONE

GET IN THE ZONE. DEFEAT THE OPPOSITION. BE THE BEST. BRAG TO YOUR MATES.

TEST YOUR METTLE AGAINST THE BEST GAMESPLAYERS IN THE COUNTRY! Yep, the entries are coming in fast, but we want more tapes! Much more. So many we can't breathe because the mountains of VHS tapes are sucking up all the air. So... here we are then. We've got five challenges for five of the biggest games on PS2. Try your hand at as many as you fancy, send 'em in and we'll see how you fair in our mini leagues – and in the ultimate Game Gods League, where it's everybody vs everybody. Just record (see 'How to Record on VHS') or take a photograph (pic of high score or time as appropriate) and send it the evidence. ***Every month the three best performers will win a PS2 game***. Get in here. ■

SMACKDOWN!

GAME #1 HERE COMES THE PAIN

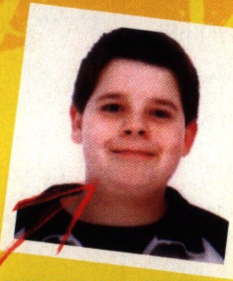
HOW LONG CAN YOU SURVIVE THE SLOBBER KNOCKER?

WHAT WE WANT YOU TO DO...
Enter a Slobber Knocker Anywhere with any wrestler and send us your finishing time (completed or not). ■

LEADER BOARD

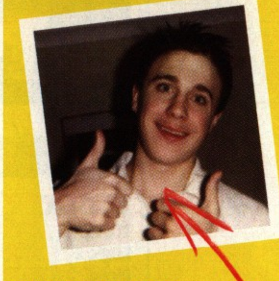
1	**ALEX READY**	7'32
2	**MARK WILLIAMS**	7'38
3	**STEVE DAY**	7'57
4	**ALISTAIR McCARTHY**	7'59
5	**LEIGH GELLERY**	8'21

STAR PLAYERS



CHRISTIAN OWEN
FROM LLANELLI

Smiling Welsh wonderkid Christian not only beat our current *GTA* challengers – he *thrashed* them. His video was so monumentally impressive, Steve even cried a bit. *Christian wins a copy of the utterly brilliant* Freedom Fighters.



BEN HATTON
FROM CHESTERFIELD

Game-pummeller Ben delivers it big-style to *GTA* and *NFS: Underground*, missing out by 47 seconds in *Vice City* but topping the gleaming new *Need For Speed* table easily. *Ben wins a copy of the top drawer* Ratchet & Clank 2.

REMEMBER: Send in a photo with your entry!

GAME #2 SSX 3

TAKE IT TO THE MAX AND SCORE MUCHOS BIG!

WHAT WE WANT YOU TO DO...
Go Uber loopy and get an absolutely mind melting score on R&B – Slopestyle, Peak 1, Freestyle Race 1. ■

LEADER BOARD

1	**MATT MARTINS**	825,103
2	**ADRIAN SLEPPINGTON**	801,412
3	**THOMAS FILLEY**	798,500
4	**RORY McLEISH**	654,282
5	**MICHAEL MURPHY**	548, 302

GAME #3 NEED FOR SPEED: UNDERGROUND

NEW CHALLENGE! NEW CHALLENGE!

RECKON YOU'VE GOT THE MEANEST CAR ON THE ROAD? WELL, TRY TO BEAT THIS TIME, THEN...

WHAT WE WANT YOU TO DO...
Using our time of 1:47:34 as a basis, have a two lap Quick Race on the Olympic Square Circuit on Medium. ■

LEADER BOARD

1	**BEN HATTON**	**NEW** 1:43:87 (10 PTS)
2	**TERRANCE MONTGOMERY**	**NEW** 1:48:42 (7 PTS)
3	**WE WANT YOUR SCORES!**	000,000 (05 PTS)
4	**WE WANT YOUR SCORES!**	000,000 (04 PTS)
5	**WE WANT YOUR SCORES!**	000,000 (03 PTS)

GAME #4 SOUL CALIBUR II

HAVE YOU GOT THE CALIBRE OF A REAL CHAMP?

WHAT WE WANT YOU TO DO... Play as any character in No Recovery (Extra Mode). Prove to us how many opponents you manage to defeat. ■

LEADER BOARD

1	**ALEX READY**	44
2	**DUNCAN BEIZENDEUT**	41
3	**ALISTAIR McCARTHY**	40
4	**RICHARD CLARKE**	38
5	**MATT MARTINS**	34

GAME #5 GTA: VICE CITY

PUT THE PEDAL TO THE METAL AND BURN IT, BABY!

WHAT WE WANT YOU TO DO... Drive from Ocean Beach Hotel to the Hyman Stadium as fast as you can. Use any car/bike, but no cheats! ■

LEADER BOARD

1	**CHRISTIAN OWEN**	**NEW** 2'10 (10 PTS)
2	**BEN HATTON**	**NEW** 2'57 (7 PTS)
3	**STEVE CASTLEFORD**	4'29
4	**GRANT MALCOLM**	4'32
5	**ROBERT SILK**	4'43

HOW TO RECORD ON VHS

Attach your PS2 lead to the PS2 and then the fat end to back of the video using either SCART (like the one above) or alternatively...

... Composite leads, like these. Select the video channel on your TV, select the right video input so you can see the PS2 picture and hit record.

DAVE BLOKE
TIMESPL

Once you've played and recorded the challenge, write your details on the vid, fill in (or photocopy) the form below, and send it into us...

Oh, and don't forget to send us a beautiful picture of yourself because we'll be showing the best performer each month and crowning them with the accolade of 'Star Player'. Imagine the kudos. It could be you...

GAME GODS

GET ENOUGH POINTS ON THE LEADERBOARD AND YOUR NAME COULD BE UP HERE TOO.

1	**ALEX READY**	**WYCOMBE**	20 POINTS
2=	**BEN HATTON**	**CHESTERFIELD**	17 POINTS **(NEW)**
2=	**MATT MARTINS**	**STOKE**	17 POINTS
3=	**CHRISTIAN OWEN**	**LLANELLI**	10 POINTS **(NEW)**
3=	**MARK WILLIAMS**	**LONDON**	10 POINTS
3=	**GAVIN MALCOLM**	**DEVON**	10 POINTS
4=	**S CASTELFORD**	**CANNOCK**	9 POINTS
4=	**ALLIE McCARTHY**	**DUNDEE**	9 POINTS
5	**D BEIZENDEUT**	**HOLLAND**	8 POINTS
6=	**T MONTGOMERY**	**PLYMOUTH**	7 POINTS **(NEW)**
6=	**ROBERT SILK**	**BRISTOL**	7 POINTS
6=	**A SLEPPINGTON**	**TAUNTON**	7 POINTS
7=	**STEVE DAY**	**CANTERBURY**	5 POINTS
7=	**BRYAN SALMON**	**LIVERPOOL**	5 POINTS
7=	**THOMAS FILLEY**	**SWANSEA**	5 POINTS

HOW THE GAME GODS POINT SYSTEM WORKS

It's simple. Accumulate points on the challenge leaderboards (1, 2, 3, 4, or 5) to earn a position on the Game Gods league table. Points are dished out according to achieved positions on the challenge leaderboards like so: 1st = 10pts • 2nd = 7pts • 3rd = 5pts • 4th = 4pts • 5th =3pts • Players that miss out on a leaderboard ranking are still awarded a single point, so you'll still have a chance of appearing in the Game Gods league table. So, are you a Game God or a Game Dog...? ■

DEAL ME IN – I'M UP FOR THE CHALLENGE!

(AND, IF I'M BEING HONEST, I QUITE FANCY WINNING A FREE PS2 GAME TOO...)

Name ______________________________

Address ______________________________

____

____

____

____

____

____

The game you've nailed ______________________________

____

____

Your achievment (points/time/score) ______________________________

____

____

____

REMEMBER! Don't forget to send us a photograph of yourself!

SEND THIS FORM TO: Challenge Zone, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW

Seen this...?

#5

STUFF YOU SHOULD HAVE DONE IN... FINAL FANTASY X-2

FINAL CHORUS

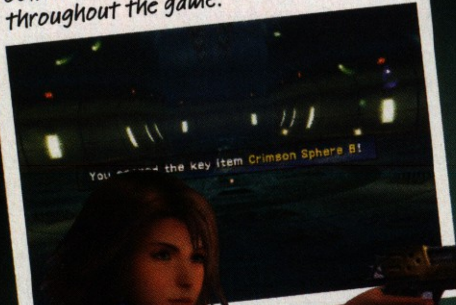
If you haven't got the Songstress' last two dances, you're obviously not trying hard enough...

Not only is the Songstress dressphere a very handy little support job, but it's also the most important one in terms of plot, strange as that may sound. However, in order to make the most of it, two rare items have to be sought out and won. These unlock the last two dances, both 20 AP to learn (nice and easy), and here we show you exactly how to go about doing just that, step-by-step. ■

BOOK OF MAGICAL DANCES VOL I

① SEEING RED

Collect all 10 Crimson Spheres throughout the game.



You ------ the key item Crimson Sphere 8!

② WOE BE GONE

Open up the door in the Den of Woes, Mushroom Rock Road. You know the way.

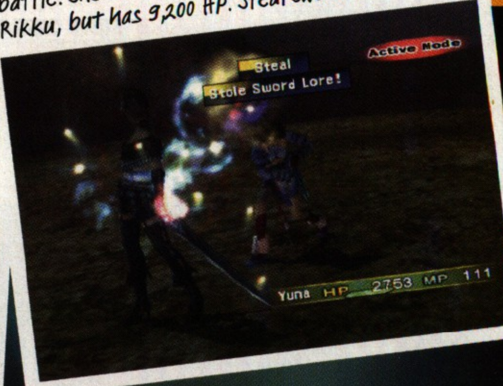
③ BETRAYED!

Defeat the possessed Rikku using Yuna's Trainer dressphere (nice and balanced). She has 7,800 HP and will use lots of items on you, like Dragon Scales. You can steal Bushido Lore from her.

Active Mode
603
Yuna HP 2786 MP 111

④ BETRAYED AGAIN!

Do the same against Paine, a pretty easy battle. She's slower and less accurate than Rikku, but has 9,200 HP. Steal Sword Lore from Rikku, but has 9,200 HP. Steal Sword Lore from

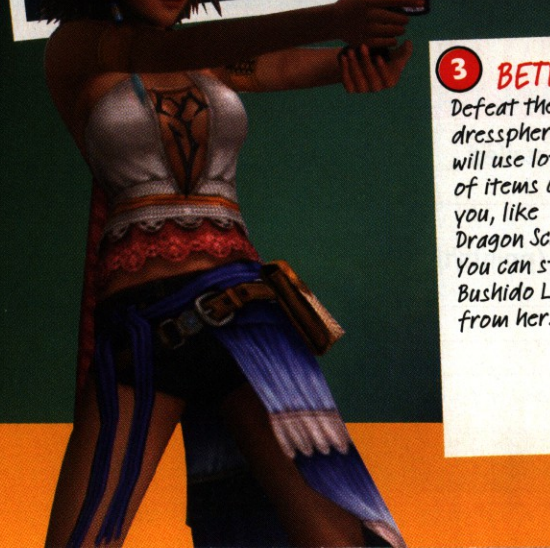


Stole Sword Lore!

⑤ KICK ASS #1

Baralai will cast Regen on himself, and Mighty Guard when he gets low on health. His Looming Glacier inflicts Stop and wipes out your MP, and he still has Drill Shot if your Gun Mage missed it last time. Steal Nature's Lore from him. 12,220 HP later, he's done.

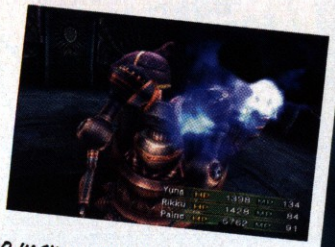
Wait Mode
Looming Glacier
Yuna HP 1491 MP 101
Rikku HP 1573 MP 89
Paine HP 4073 MP 0



BOOK OF MAGICAL DANCES VOL II

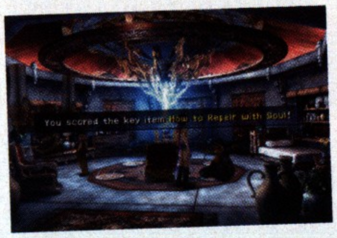
1 DISMANTLE

Defeat the Experiment in Djose for the first time, while all its stats are at level one. You must not have dug up too many special assemblies in Bikanel, or it will have levelled up. Bad! It's a very simple fight, no trouble really.


Yuna HP 1398 134
Rikku HP 1428 84
Paine HP 5762 91

3 REPAIR

Return to Djose and talk to everyone in the temple until you get a key item that lets you repair the Experiment. Talk to the engineer in the top room and he'll fix the mechanical marvel, allowing you to fight it again – this time at full power.

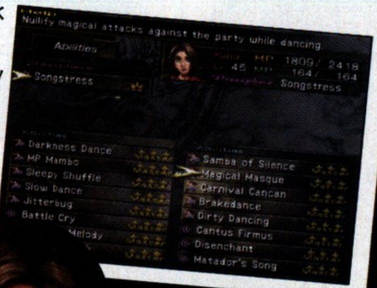

You scored the key item How to Repair with Soul!

4 CRUSH

Now kick his arse again, but this time (of course) he'll be more of a challenge. Slightly. It still has 18,324 HP, strangely, but a new Lifeslicer attack which will kill one of your girls, and Annihilator which deals around 1,500 damage to everyone. Easy prey for any moderately equipped

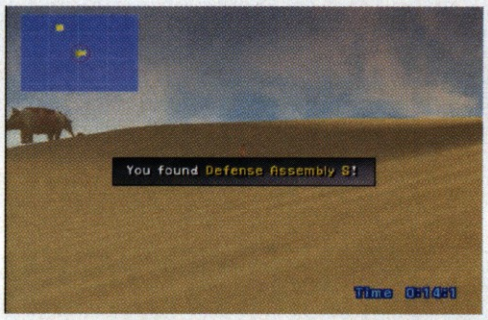
5 COMPLETE

Hooray, the Book of Magical Dances Vol II! Now you can finally master the Songstress dressphere. Congratulations.


Nullify magical attacks against the party while dancing.
Abilities
Songstress
Yuna HP 1809/ 2418
Lv 45 MP 164/ 164
Songstress
Darkness Dance
MP Mambo
Sleepy Shuffle
Slow Dance
Jitterbug
Battle Cry
Melody
Samba of Silence
Magical Masque
Carnival Cancan
Brakedance
Dirty Dancing
Cantus Firmus
Disenchant
Matador's Song

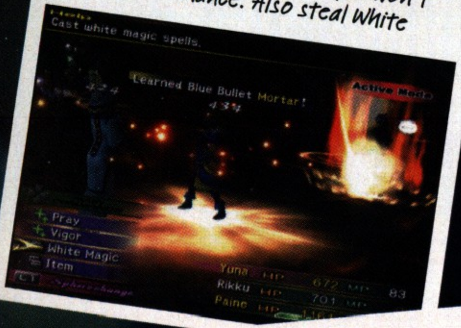
2 DIG

Now is the time to go digging in Bikanel for as many Assemblies (Attack, Defence, and Special) as it takes to get the Experiment's stats up to level five for all three. Dig dig! This might take a while, so be patient. Assembly type A is worth one point, type S is worth three points, and type Z is worth five points. You need 38 points and over to get level five.


You found Defense Assembly S!

6 KICK ASS #2

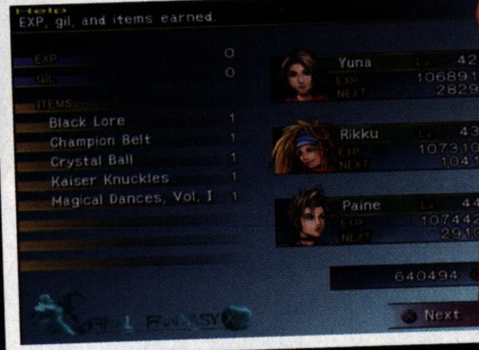
Gippal is the penultimate foe, with 14,800 HP. His Bullseye attack wipes out a little over half your current HP (Gravity damage, so it can't kill you), and Mortar hits all three girls. Take the opportunity to learn it with a Gun Mage, you won't get another chance. Also steal White


Cast white magic spells.

Learned Blue Bullet Mortar!
Active Mode
Pray
Vigor
White Magic
Item
Yuna HP 672 MP 83
Rikku HP 701 MP
Paine HP

8 CELEBRATE!

The Book of Magical Dances Vol I is yours! And it only costs 20 AP to learn Magical Mambo, too.


EXP, gil, and items earned.
EXP 0
GIL 0
ITEMS
Black Lore 1
Champion Belt 1
Crystal Ball 1
Kaiser Knuckles 1
Magical Dances, Vol. I 1
Yuna Lv 42 EXP 106891 NEXT 2829
Rikku Lv 43 EXP 107310 NEXT 1041
Paine Lv 44 EXP 107442 NEXT 2910
640494
Next

7 KICK ASS #3

Nooj is the last, and toughest of all. He has 23,800 HP, and at least one devastating attack. He will use Shot, Shot, Floorshot, Shot, Greedy Aura, then loop those five attacks. Shot does around 500 damage, Floorshot 1500, Greedy Aura whittles both HP and MP away, and when he gets below 5950 HP he'll use Lightfall, which deals 5,000 damage to all three girls – make sure you can survive it! He only uses it once, thankfully. Steal Arcane Lore from him and finish him off.

Wait Mode
Yuna HP 2888
Rikku HP
Paine HP 4741

NEXT MONTH

THE NO.1 TIPS AND CHEATS MAGAZINE FOR PS2

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X-BOX

Alias*
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Champ. Manager '01/'02
Championship Manager '02
Desert Storm
Enter the Matrix
Everything or Nothing: 007
Grand Theft Auto 3
Grand Theft Auto: V. City
Halo
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Indiana Jones: Emp.'s Tomb
James Bond: E. or Nothing
Medal of Honor: R. Sun
Metal Arms:Glitch in System
Midnight Club 2
Need for Speed Undergr'nd
Prince of Persia: S. of Time
Project Gotham Racing 2
Rainbow Six 3
Rollercoaster Tycoon
Secret W. Over Normandy
Sims: Bustin' Out
Splinter Cell
Splinter Cell 2: P.Tomorrow*
Star Wars: Knights Old Rep.
Tenchu: R. from Darkness*
The Sims: Bustin Out
Tony Hawk's Underground
Total Club Manager 2004
True Crime: Streets of LA
Unreal 2: The Awakening*
Plus Many More...

GAMECUBE

Buffy 2: Chaos Bleeds
Die Hard: Vendetta
Eternal Darkness
Mario Kart: Double Dash
Medal of Honor Frontline
Metroid Prime
Res. Evil: Code Veronica X*
Resident Evil
Resident Evil Zero
Sims: Bustin' Out
Sonic Adventure 2 Battle
Sonic Heroes
Spiderman The Movie
Spyro: Enter the Dragonfly
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Super Smash Bros Melee
Tak and the Power of Juju*
Tony Hawk's Pro Skater 4
True Crime: Streets of LA
Zelda: Majora's Mask
Zelda: Ocarina of Time
Zelda: Wind Waker
Plus Many More...

PS ONE

Alone in the Dark 4
Beyblade
Breath of Fire 4
Broken Sword
Broken Sword 2
Digimon World
Digimon World 3
Dracula The Last Sanctuary
Driver
Driver 2
Fear Effect: Retro Helix
Final Fantasy 7
Final Fantasy 8
In Cold Blood
Parasite Eve 2
Shadowman
Spyro 3: Year of the Dragon
Tomb Raider 2
Tomb Raider 4: Last Revel.
Tony Hawk's Pro Skater 2
Yu-Gi-Oh! Forbidden M.
Plus Many More...

PLAYSTATION 2

A = 01
Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson's P. Manager
Alias*
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
Angel of Darkness
Ape Escape 2
Arc the Lad:Twilight of Spirit
Armageddon, MDK2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista

B = 02
Backyard Basketball
Backyard Wrestling
Bad Boys 2
Baldur's Gate: D. Alliance 2
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
BIG SSX Snowboarding
BIG SSX Tricky
Bionicle
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BlowOut
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims

C = 03
Castlevania: L.of Innocence
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Chris Edwards' Aggressive I.
Circus Maximus
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Crush Hour, WWE

D = 04
Dakar 2
Dancing Stage Megamix
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Disney's D. Duck Quack Att.
Disney's Dinosaur
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
Distant Thunder
Downhill Domination
Dr. Muto
Dragon Ball Z: Budokai
Dragon Ball Z: Budokai 2
Draken: Ancient Gates
Dredd vs Death
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4

E = 05
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Emperor's Tomb
End Game
Enter the Matrix
Escape from Monkey Island
ESPN Inter. Track & Field
ESPN NFL Football
Everblue 2
Evergrace
Everquest Online Adventure
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
Evil Twin
Extermination
Extreme G3
Eye Toy: Groove
Eye Toy: Play

F = 06
Fatal Frame
Fatal Frame 2: Cr. Butterfly
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
Fighting Fury
Final Fantasy X
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Forever Kingdom
Formula 1 2001 & 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle Metal X
Futurama

G = 07
G1 Jockey
Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Giants: Citizen Kabuto
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Gran Turismo 3
Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Great Escape
Green Rogue
GTC Africa
Guilty Gear X2
Gumball 3000
Gungrave

H = 08
Hack (Dot)
Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Haven: Call of the King
Headhunter
Here Comes The Pain
High Heat Baseball 2002
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk
Hunter: Reckoning Wayward

I = 09
In Cold Blood
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
I-Ninja
Intellevision Lives!
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
ISS Pro Evolution

J = 10
Jade Cocoon 2
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Jedi Star Fighter
Jikkyou World Soccer 2000
Jikkyou World Soccer 2001
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 11
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002
Kya: Dark Lineage

L = 12
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
LMA Manager 2003
LMA Manager 2004*
Looney Tunes:Back in Action
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge

M = 13
Mace Griffin: Bounty Hunter
Madden NFL 2003
Madden NFL 2004
Mafia
Manhunt
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
McGrath's Supercross World
Medal of Honor Frontline
Medal of Honor: R. Sun
Men In Black 2 Alien Escape
Mercedes Benz Racing
Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Minority Report
Mission Impossible:O.Surma
MLB 2004
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
MTV's Celebrity Deathmatch
Mummy Returns
Music 3000
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
MX Unleashed
Mystic Heroes

N = 14
NASCAR Thunder 2002
NASCAR: Dirt to Daytona
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Live 2003
NBA Starting Five
NBA Street Volume 2
NBA Tonight 2002
NBA Tonight, ESPN
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL 2004
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Street
NHL 2003
NHL 2004
Nightfire
Nightshade
No One Lives Forever

O = 15
Oni
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
007: Everything or Nothing
Op. Genesis, Jurassic Park
Operation Winback
Operative, N.O.L.F.

P = 16
Pac-Man World 2
Penny Racers
Pitfall Harry
Premier Manager 2002
Premier Manager 2003
Primal
Prince of Persia: S. of Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Rally 2002
Project Eden
Project Zero
Project Zero 2

Q = 17
Q-Ball: Billiards Master
Quest for DragonBone Staff
Quidditch World Cup

R = 18
Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Riding Spirits
Rise of the Akkadian
Risk: Global Domination
Road Rage
Roadkill
Robot Wars
Robotech: Battlecry
Rocky
Rogue Ops
RTX Red Rock
R-Type Final
Rugby League (Super Lgue.)
Run Like Hell
Rune: Viking Warlord
Rygar Legendary Adventure

S = 19
S'bob S'pants: Bikini Bottom
S'Bob S'Pants: R.F.Dutchman
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Shadow Hearts
Shadow of Memories
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope
Silent Scope 2
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splashdown 2: Rides G.Wild
Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Starsky & Hutch
State of Emergency
Street Hoops
Streets of L.A: True Crime
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia
Syphon Filter: Omega St.*

T = 20
Tarzan Freeride
Teenage Mut. Ninja Turtles
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator 3 R.of Machines
Terminator: Dawn of Fate
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering*
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2003
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Man. 2004
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 21
Ulti. F. Champ: Throwdown
Urban Freestyle Soccer
US Navy Seals, SOCOM

V = 22
Vampire Night
Velocity X, Hot Wheels
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3

W = 23
War of the Monsters
Warhammer: Fire Warrior
Warlords (Onimusha)
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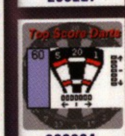

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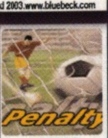

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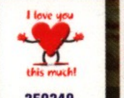

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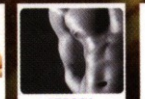
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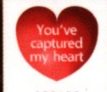

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